

Southern California Games Workshop League  
Presents

# So Cal Slaughter III

In this packet you will find your basic rules and scenarios for the second annual So Cal Slaughter 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:

### Friday, August 21<sup>st</sup>

Noon to 5pm Early Registration and open gaming at the convention hall,  
5pm onward Tournament mixer for all, taking place at Embassy Suites, 11767 Harbor Blvd, Garden Grove. Free Drinks for Hotel Guests.

### Saturday, August 22<sup>nd</sup>

9am to 9:30am Final Registration at the convention hall.  
9:30 to 11:30 Round One- Undivided: Pitched Battle  
Noon to 2:30 Round Two- Slaanesh: Prismatic Skies  
2:30 to 3:30 Lunch Break  
3:30 to 5:30 Round Three- Nurgle: Blighted Lands  
5:30 to 6pm Cleanup

### Sunday August 23<sup>rd</sup>

9:30 to Noon Round Four- Tzeench: Mirror Universe  
Noon to 1:00 Lunch  
1:00 to 3:30 Round Five- Khorne: Thump With Club  
3:30 to 4:00 Cleanup  
4:00 to 5:00 Awards Ceremony  
5:00 to 6:00 Teardown

Note that the 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:**

All armies outlined in the Games Workshop GT Season are allowed, as stated in their GT rules. In addition, the Lustria expansion lists may be taken, but without the special characters. No special characters or named unit champions are permitted at this tournament. The only exceptions to this are that Dogs of War armies may take regiments of renown and Zombie Pirates lists must take their named general, who has normal regeneration instead of the regeneration rules he is listed with. Finally, Ogre Kingdom armies are permitted to take Rhinox Riders.

### **Rules Conventions:**

All current FAQs are in play. Automatic maximization (aka sliding) will also be in effect, so no clipping charges should occur. Any rules issues not addressed under the current FAQs may be discussed with the judges, but their rulings are to be considered final. As always, remember we are here to have fun and the rules are a means to that end, not an obstacle. Players who are found in violation of the rules will be penalized at the discretion of the judging staff.

Terrain rules in this tournament are to be applied as follows. Each table should have six pieces of terrain. Two of those pieces will be hills. Two will be woods. The other two pieces will be random selections. 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 and each section receives exactly one piece of terrain. Terrain pieces must also not be placed within twelve inches of the center of the table, creating a descent battle zone per the main rule book rules. Once all terrain is placed, players must roll with the highest roll choosing which deployment zone they want and placing the first unit. The rules for each terrain piece are as follows:

Hill	Blocks Line of Sight. No effect on movement. No Cover.
Wood	Blocks Line of Sight. Difficult Ground. Light Cover. Impassible to Fliers.
Ruins	Blocks Line of Sight. Difficult Ground. Hard Cover. Impassible to Fliers.
Boulders	Very Difficult Ground. Hard Cover.
Fences, Walls	Difficult Ground to Cross. Defended Obstacle. Hard Cover for units adjacent to the terrain piece.
Buildings	All buildings in this tournament are two story buildings that conform to the rules found inside the basic rules. Block Line of Sight. Hard Cover. Defended Obstacle. Impassible to Fliers. No War Machines.

### **Scoring:**

Rounds will be scored by both players using standard GT style guidelines. 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:

Massacre- Victory by 1200 VPs or more	14 Battle Points
Major Win- Victory by 600 VPs or more	12 Battle Points
Minor Win- Victory by 300 VPs or more	10 Battle Points
Tie- Victory or Loss by less than 300 VPs	8 Battle Points
Minor Loss- Loss by 300 VPs or more	6 Battle Points
Major Loss- Loss by 600 VPs or more	4 Battle Points
Massacred- Loss by 1200 VPs or more	2 Battle Point

In addition, there are six bonus points outlined in each scenario. This means that it is possible to score as few as one or as many as 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 judge will be using the same checklist utilized in the GW Grand Tournament, with 46 possible points and 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.

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

**Best Sportsman-** Sportsmanship Score with Favorite Opponent Votes, then Composition score 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.

### **Pairings**

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 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. Players with like comp scores will be paired against one another 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 round one. After round two, all pairings are done strictly by Battle Points with these Judge Comp scores as a tie breaker, if nessecary.

### **Tournament Staff**

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.

Touradj Mansouri  
Mike Garner  
Quentin Bohn  
Carol Tiveron  
Matt Manders  
Scott Tiveron  
Amanda Garner  
Jennifer Starling  
Even Loughheed

Tournament Promoter  
Tournament Organizer  
Scenario Design, Rules Judge  
Terrain Design, Painting Judge  
Scoring Judge  
Terrain Design, Logistics  
Terrain Design, Logistics  
Terrain Design, Logistics  
Terrain Design, Logistics

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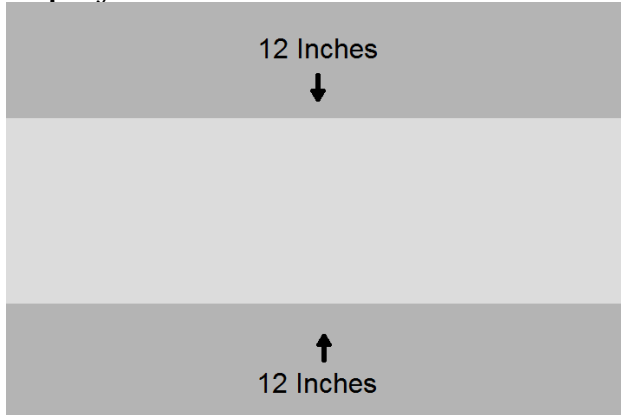
Commissioner@scgwl.com

## Scenario 1 Undivided - Pitched Battle

“The best cure for a hangover is to keep drinking!”

Your initial foray into the Chaos Wastes begins in the unclaimed lands of the lesser Daemon Princes, the lands of the Undivided Powers. Secure your foothold and begin your march to glory.

Deployment:



Scenario Rules:

All the normal scenario rules from the main book apply.

Wood Elven players may place one additional forest in their deployment zone, if they brought one, per their army book rules.

Bonus Battle Points:

- +2 Battle Points if you destroy all opposing Core units
- +1 Battle Point if your General is still alive and not fleeing
- +1 Battle Point if you control at least two table corners
- +1 Battle Point if you capture the enemy Battle Standard. If he has no BSB, then you claim this point automatically.
- +1 Battle Point if you slay at least one enemy Wizard (or any character capable of doing bound magic, such as Empire Priests or Treeman Ancients). If the enemy has no wizards in their army, you gain this point automatically.

## Scenario 2 Slaanesh – Prismatic Skies

“We have such sights to show you.”

The path to glory continues through the domain of the weakest of the four dark powers. Survive the temptations and distractions of this land of excess and press onward to your goal.

Deployment:



Scenario Rules:

At the start of each turn (ie the start of the first player’s turn, but not second player’s turn) roll a die on the following table. All units on both sides will be subject to the listed psychology rules, even if normally immune to such psychology until the start of the next turn where a new effect is rolled.

Roll	Effect	Notes
1	None	All units operate under their normal rules.
2	Stupidity	All units behave as if subject to Stupidity tests.
3	Soul Hunger	All units re-roll failed to wound rolls, even ranged.
4	Hatred	All units will treat this turn as the first round of combat, even if this is not the case.
5	Immune to Psychology	All units are immune to Psychology until the next result is rolled.
6	Stubborn	All units are stubborn. Units with crumbling lose one less model to combat resolution.

Units normally subject to Animosity, Quarrelling, Unruly, or Drunkenness ignore those rules for this scenario.

Bonus Battle Points:

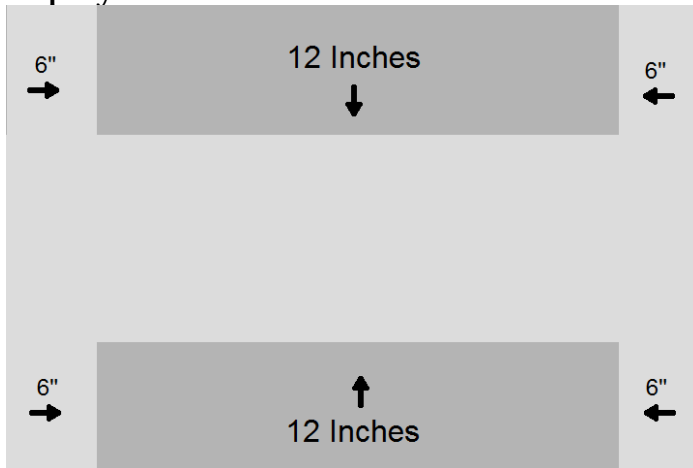
- +2 Battle Points if your highest point unit is still alive and not fleeing
- +2 Battle Points for slaying at least one enemy character (assassins count)
- +2 Battle Points if your general is in the enemy deployment zone

## Scenario 3 Nurgle- Blighted Lands

“Evil around every corner; be careful not to step in any.”

Your path to glory continues through the plague infested lands of the Lord of Entropy. Survive, conquer, and press onward.

Deployment:



Scenario Rules:

Plague-

At the start of each player turn, the player must roll a single die for each of his individual units on the table. On a die roll of 6, some form of plague or hostile native flora has stricken the unit. The unit will suffer 1d3 wounds with no saves of any kind allowed. These wounds may be distributed in any manner that the player wishes. Single model units, such as ridden dragons or steam tanks, suffer only a single wound.

If a unit is engaged in close combat and stricken, then all units involved in the combat are affected as well, both friend and foe! A unit may only be affected by Plague once per turn (game turn), so if a model in combat has already been affected, ignore the effect.

Bonus Battle Points:

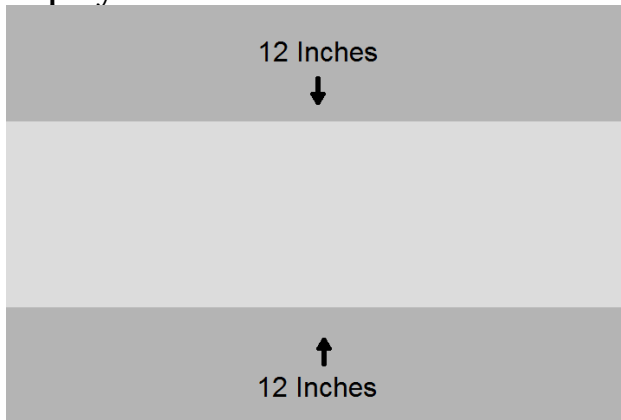
- +1 Battle Point if your General is alive and not fleeing at games end
- +2 Battle Points if your most expensive non character unit is still alive and not fleeing
- +1 Battle Point for destroying the most expensive enemy unit
- +1 Battle Point if you affected an enemy in combat with you with the Plague rule at any point during one of your turns
- +1 Battle Point if you control at least two table corners

## Scenario 4 Tzeench– Mirror Universe

“We have seen the enemy and the enemy is us.”

Stepping into the crystalline labyrinth of Tzeench, things are not quite what they seem.....

Deployment:



Scenario Rules:

Mirror Universe-

Prior to deployment, both players exchange army lists and armies. The game is played out under the normal rules for Pitched Battle, but with each player using the opposing army instead of their own. Players who feel uncomfortable with this may decline. If one or both players decline, then the battle is simply played out as a normal pitched battle.

Wood Elven players may place one additional forest in their deployment zone, if they brought one, per their army book rules.

Bonus Battle Points:

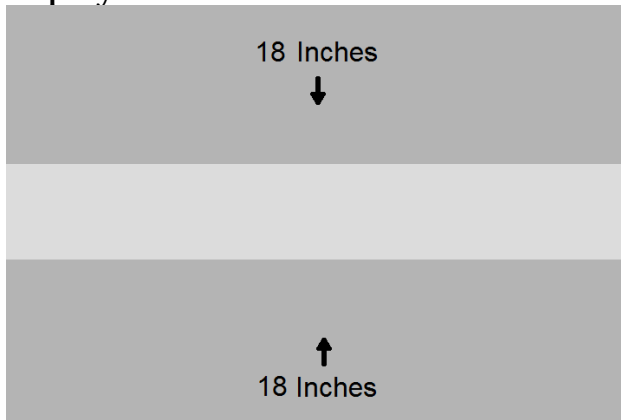
- +1 Battle Point if you agree to play the Mirror Universe rule, even if the opponent declines
- +1 Battle Point if your General is still alive and not fleeing
- +1 Battle Point if you control at least two table corners
- +1 Battle Point if you capture the enemy Battle Standard. This is automatic if the opponent has no enemy battle standard.
- +1 Battle Point for slaying at least one enemy Wizard (or character that uses bound powers, such as an Empire Priest or Treeman Ancient). This is automatic if the opponent has no wizards.
- +1 Battle Point for destroying all enemy Core Units that he began the game with. Units created during the game or that do not count as core do not have to be destroyed to gain this point.

## Scenario 5 Khorne- THUMP WITH CLUB!

“I’m going to thump with club!”

The time for subtlety is over. Get in there and curb stomp him, preferably, with your bare hands.

Deployment:



Scenario Rules:

Enemy units destroyed or run down in close combat are worth double their normal VPs.

Bonus Battle Points:

+1 Battle Point for finishing off all enemy core units. Units that do not count against minimum core or summoned units, such as Harpies, Empire Detachments, or Skaven Weapon Teams need not be destroyed to claim this bonus.

+1 Battle Point for winning at least one challenge between two character models. To claim this point you must either slay an enemy Hero or Lord in a challenge with one of your own or cause the character to flee (crumble or instability count) combat while in the challenge.

+2 Battle Points for having the greatest total unit strength within six inches of the table center. Units with at least one model within six inches count their entire unit strength for this. In the event of a tie, both players receive the bonus.

+2 Battle Points if there are no enemy models at the end of the game capable of using bound spells or casting spells.

### Battle Results- Round 1: Pitched Battle

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 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.
- 

### Battle Results- Round 2: Prismatic Skies

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 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.

### **Battle Results- Round 3: Blighted Lands**

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 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.
- 

### **Battle Results- Round 4: Mirror Universe**

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 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.

**Battle Results- Round 5: Thump with Club!**

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 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:**

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

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

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

My Best Army Opponent was:\_\_\_\_\_

# 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.