

Summer Slaughter

July 27th and 28th 2019

a Warhammer 40k GT
hosted by Basement War Gamers

Schedule

Saturday, July 27st

9:15am Registration Starts

10:00am Round 1

1:00pm Lunch Break

1:45pm Round 2

4:45pm Round 3

Sunday, July 28nd

9:00am Doors Open

9:30am Round 4

12:30pm Lunch Break

1:15pm Round 5

4:30pm Awards

Mission Rules and Scoring

In every Round, you will select one of two Primary Objectives and three Secondary Objectives.

Primary Objectives (18 Points Max)

Select **ONE** of the following each Round. Some rounds will include a way to score bonus points depending on which of these objectives you have chosen.

Score Turn By Turn. Score at the start of your turns, starting in Battle Round 2. These are all cumulative:

1. If you control at least **1 Objective**, earn **1 Point**
2. If you control at least **2 Objectives**, earn **1 Point**
3. If you control **more Objectives** than your opponent, earn **2 Points**
4. If you control **at least 3 more Objectives** than your opponent, earn **2 Points**

Score at the End of the Game. Score the following at the end of the Game:

1. For **each Objective** you control, earn **4 Points**
2. If you control **more Objectives** than your opponent, earn **2 Points**

Secondary Objectives (12 Points Max)

These objectives are worth up to 4 points each. Choose 3 during Mission Selection. Units which **never** count for awarding mission points do not award points for these (i.e. Mucolids may not be Marked for Death).

1. **Moment of Bloodshed.** Destroy 2+ enemy units during a turn to earn 1 Point.
2. **Cull the Hordes.** For every 20 enemy models destroyed, earn 1 Point.
3. **Breakthrough.** If at least one of your units is wholly in the enemy Deployment Zone at the start of your turn, earn 1 Point. A unit is wholly in if every model in the unit is at least partially in the enemy Deployment Zone.
4. **Reconnaissance.** If you have a unit wholly within each table quarter at the end of your Turn, earn 1 Point.
5. **Old School.** Score 1 Point for each: Destroy an enemy unit in the first Battle Round; Destroy an enemy unit in the last Battle Round; Destroy your opponent's Warlord; End the game with 1+ models in your opponent's Deployment Zone.
6. ***Strike the Rank and File.** Destroy 1+ enemy Troop units during a Turn to earn 1 Point. If no enemy Troops exist at the start of your turn, earn 1 Point.
7. ***Marked for Death.** Note four of your opponent's units. For each one you destroy, earn 1 Point.
8. ***Shoot the Big Ones.** Destroy an enemy model with 10+ wounds to earn 1 Point.
9. ***Headhunter.** For every enemy Character destroyed, earn 1 Point.
10. ***Titanslayer.** Destroy a Titanic Unit: 2 Points.
11. **Engineers.** Select two units from your army when you select this Tailored Op (excluding Characters). Starting from Battle Round 2, if either of these units starts within 3" of an objective marker, ends your turn within 3" of the same objective marker, and it did not make any attacks or manifest any psychic powers during your turn, earn 1 point at the end of that turn. These units cannot score this Tailored Op if they have divided from or combined with any other units at any point before or during the battle.

***For secondaries 6-10, you may not earn more than one point for destroying any one unit. If such a unit would award points to multiple Ops, you must decide which it scores at the time it is destroyed. For example, if you chose Marked for Death and Shoot the Big Ones, and Marked an enemy Rhino, you must decide which Tailored Op you earn a single point for when you kill it.**

Victory Points Destroyed (4 Point Max)

Earn points for this Mission in the following fashion:

- Destroy 500 Points of the Enemy Army – 1 Point
- Destroy 1000 Points of the Enemy Army – 1 Point
- Destroy 1500 Points of the Enemy Army – 2 Points

A unit is worth 50% of its Points value if 50% or more of its starting wounds are gone. Combat Squads, Hellhounds, and similar datasheets that are purchased as a single entry but deploy as multiple units are treated separately for purposes of this mission. Squads combined via Mob Up or similar rules will be treated as though they had always been joined for final scoring.

How to Play – Mission Selection and Pre-Game Process

1. Swap lists with your opponent and study what you're up against
2. Privately select, note, and simultaneously reveal **Warlord Traits, Psychic Powers, and Relics**
3. Privately select and note any **Primary and Secondary** mission selections
4. Reveal **Mission Selections** to your opponent
5. Roll off a d6 with your opponent; the winner selects their Deployment Zone
6. Place objectives required by the Mission, beginning with the winner of #5
7. Begin alternating unit deployment, beginning with the loser of #5
8. Once deployment is over, roll off a d6; add one if you finished deploying first
9. The winner of #8 decides whether to go First or Second, and the player going Second may attempt to seize the initiative
10. The First Battle Round begins: High fives and handshakes!

Scoring Points / Winning the Game / Tiebreaker

Each player combines their Primary and Secondary Mission Points. The player with the highest combined total wins the game. If necessary, Ties are broken through Points Destroyed (see “**Victory Points Destroyed**” above to tabulate).

After determining Mission Score and Tiebreakers, **the Losing Player may not submit a score greater than 25 Mission Points. Colluding with opponents to give the losing player a "max" score is grounds for forfeiture.**

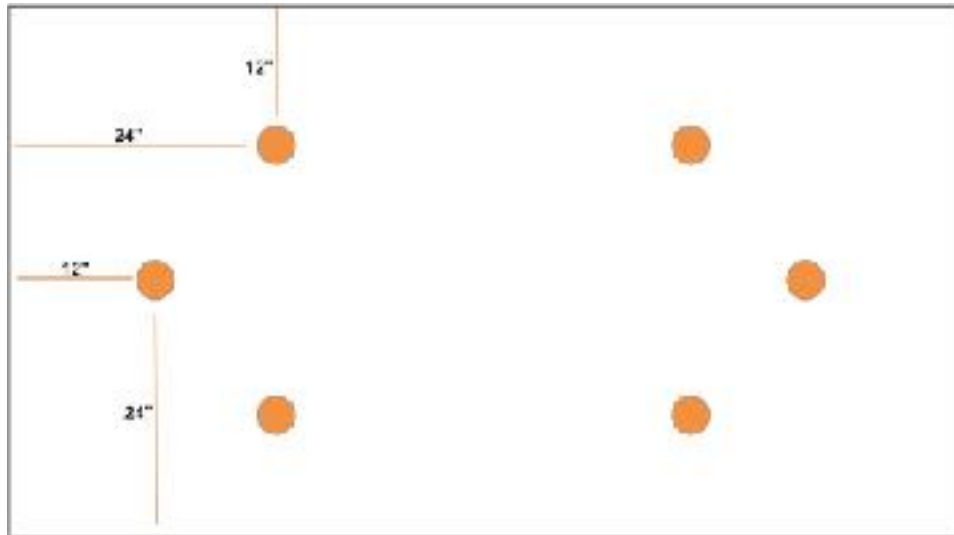
Objective Markers - Measure to the Edges

Objective Markers should be 40mm in diameter. Determine control by measuring to the **edge of the objective markers, not the center**. Objectives are considered to always be on the table surface / lowest accessible level of a terrain piece.

My Name:		My Opponent's Name:	
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Round 1 - Invasion

Deployment: Dawn of War



Bonus: Score bonus points at the same time you score your primary mission. You cannot exceed 18 points.

If you chose Turn by Turn: Gain a bonus point if you control an Objective in your opponent's Deployment Zone

If you chose End of Game: Gain two bonus points when scoring at the end of the game if you control an Objective in your opponent's Deployment Zone

Circle 3 of the following Secondary Objectives

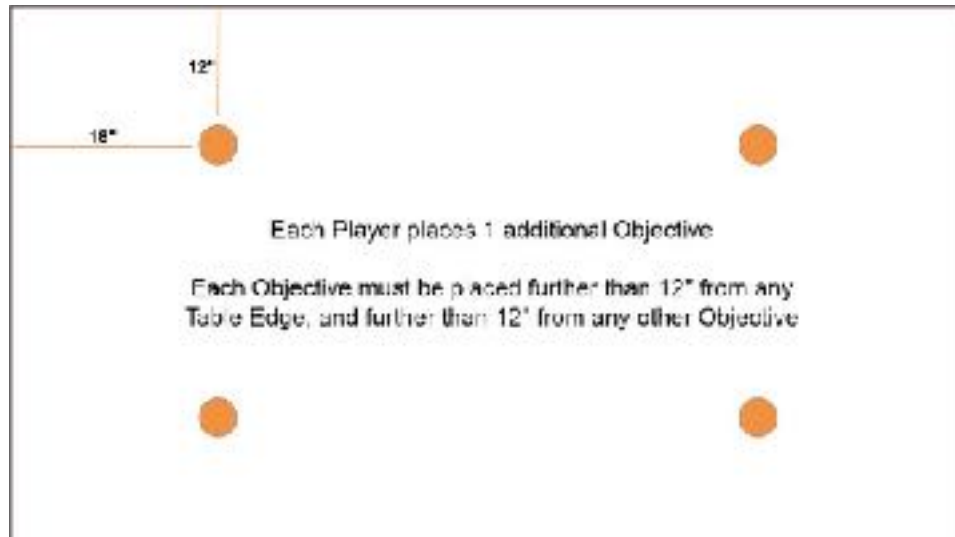
1. Moment of Bloodshed	2. Cull the Hordes	3. Breakthrough
4. Reconnaissance	5. Old School	6. Strike the Rank and File
7. Marked for Death	8. Shoot the Big Ones	9. Headhunter
10. Titanslayer	11. Engineers	

Turn	Primary	Secondary	Points Destroyed
1	N/A		500 = 1 st Point
2			1000 = 2 nd Point
3			1500 = 3 rd + 4 th Points
4			
5			
6			
Total			

My Name:		My Opponent's Name:	
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Round 2 - Secure Intelligence

Deployment: Hammer and Anvil



Bonus: Score bonus points at the same time you score your primary mission. You cannot exceed 18 points.

If you chose Turn by Turn: Gain a bonus point if you control the objective your Opponent placed

If you chose End of Game: Gain two bonus points if you control the objective your Opponent placed

Circle 3 of the following Secondary Objectives

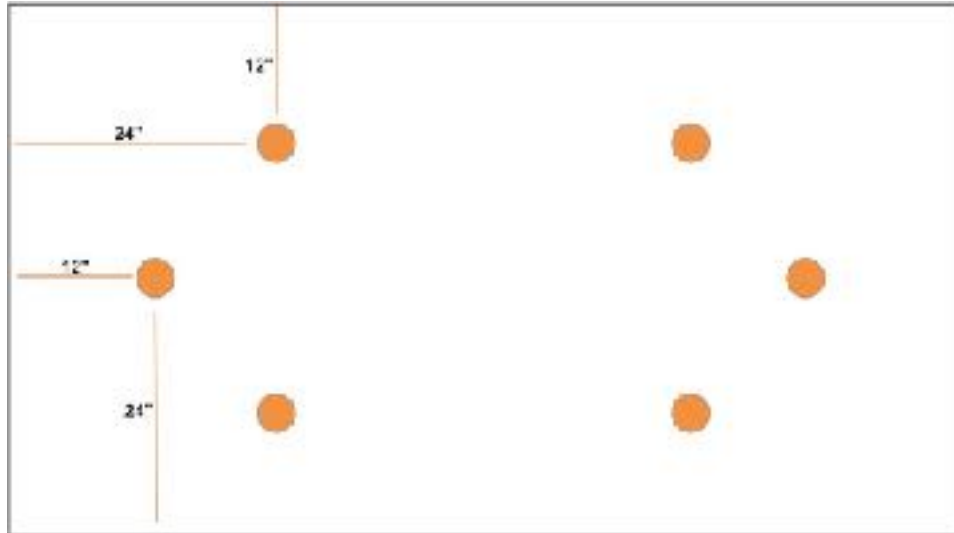
1. Moment of Bloodshed	2. Cull the Hordes	3. Breakthrough
4. Reconnaissance	5. Old School	6. Strike the Rank and File
7. Marked for Death	8. Shoot the Big Ones	9. Headhunter
10. Titanslayer	11. Engineers	

Turn	Primary	Secondary	Points Destroyed
1	N/A		500 = 1 st Point
2			1000 = 2 nd Point
3			1500 = 3 rd + 4 th Points
4			
5			
6			
Total			

My Name:		My Opponent's Name:	
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Round 3 - Crusade

Deployment: Vanguard Strike



Bonus: None

Circle 3 of the following Secondary Objectives

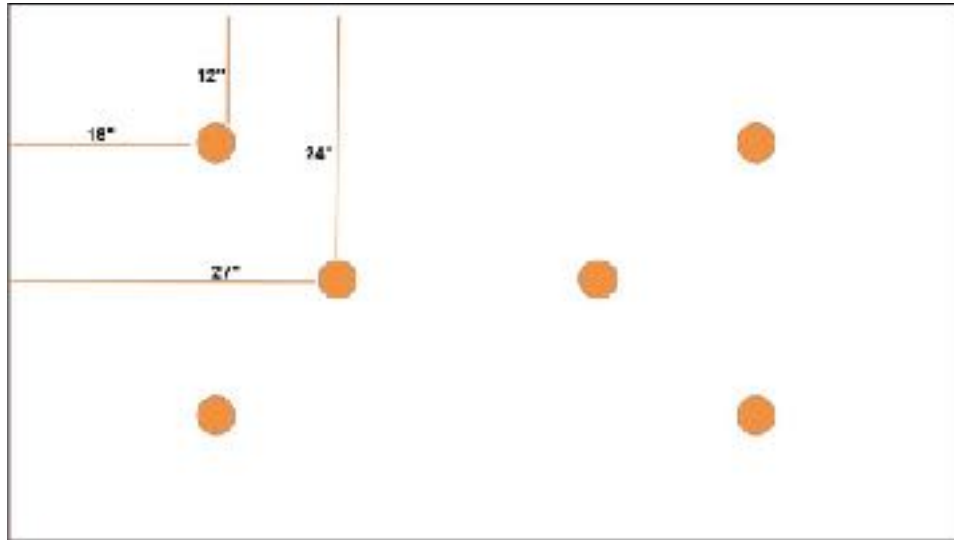
1. Moment of Bloodshed	2. Cull the Hordes	3. Breakthrough
4. Reconnaissance	5. Old School	6. Strike the Rank and File
7. Marked for Death	8. Shoot the Big Ones	9. Headhunter
10. Titanslayer	11. Engineers	

Turn	Primary	Secondary	Points Destroyed
1	N/A		500 = 1 st Point
2			1000 = 2 nd Point
3			1500 = 3 rd + 4 th Points
4			
5			
6			
Total			

My Name:		My Opponent's Name:	
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Round 4 - Confrontation

Deployment: Search and Destroy



Bonus: None

Circle 3 of the following Secondary Objectives

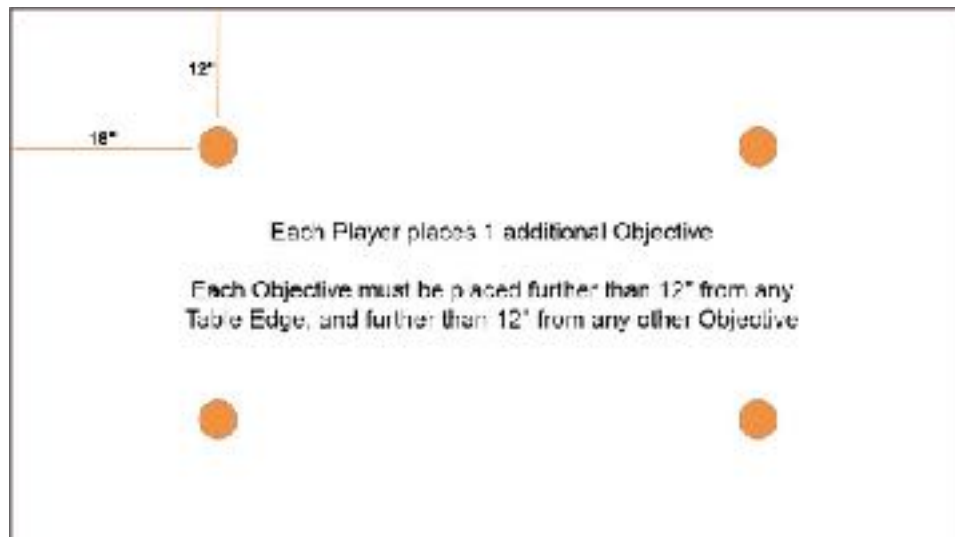
1. Moment of Bloodshed	2. Cull the Hordes	3. Breakthrough
4. Reconnaissance	5. Old School	6. Strike the Rank and File
7. Marked for Death	8. Shoot the Big Ones	9. Headhunter
10. Titanslayer	11. Engineers	

Turn	Primary	Secondary	Points Destroyed
1	N/A		500 = 1 st Point
2			1000 = 2 nd Point
3			1500 = 3 rd + 4 th Points
4			
5			
6			
Total			

My Name:		My Opponent's Name:	
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Round 5 - Vital Objective

Deployment: Dawn of War



Bonus: None

Circle 3 of the following Secondary Objectives

1. Moment of Bloodshed	2. Cull the Hordes	3. Breakthrough
4. Reconnaissance	5. Old School	6. Strike the Rank and File
7. Marked for Death	8. Shoot the Big Ones	9. Headhunter
10. Titanslayer	11. Engineers	

Turn	Primary	Secondary	Points Destroyed
1	N/A		500 = 1 st Point
2			1000 = 2 nd Point
3			1500 = 3 rd + 4 th Points
4			
5			
6			
Total			