

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 (12 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 **1 Point**

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

1. For **each Objective** you control, earn **3 Points**
2. If you control **more Objectives** than your opponent, earn **1 Point**

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 3+ enemy units during a turn to earn 1 Point.
2. **Cull the Hordes.** For every 25 enemy models destroyed, earn 1 Point.
3. **Breakthrough.** If at least one of your units is wholly within the enemy Deployment Zone at the start of your turn, earn 1 Point.
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.** For every 25% of the enemy's total Troop Units destroyed, earn 1 point (rounding down). If no enemy Troops exist at the start of your turn, earn 1 Point. Determine the % by comparing the # of enemy Troop Units alive to the greatest number of Troop units either alive or on the army list.

(e.g., if a player has 6 Astra Militarum Infantry Squads, and combines 2 of them on Turn 1, you should still determine % killed against the original number of 6; if a player has 3 Space Marine Intercessor Squads and Combat Squads them into 6, determine % killed against the new higher total of 6; in the spirit of the rule, your opponent may never use an in-game addition/subtraction rule to make it **harder** to score this secondary).
7. ***Marked for Death.** Note four of your opponent's units. For each one you destroy, earn 1 Point. If you have also selected Strike the Rank and File, you may not Mark any **Troops** units for death..
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 of them it scores at the time it is destroyed.**

Victory Points Destroyed (3 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 – 1 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 20 Mission Points. Colluding with opponents to give either player a score they did not earn is grounds for forfeiture.**

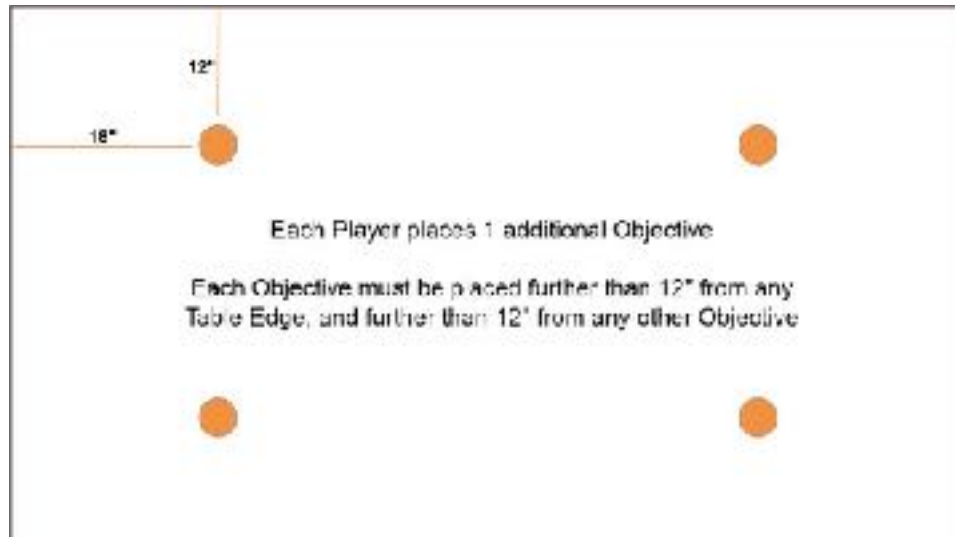
Objective Markers - Measure to the Edges

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 5 - Vital Objective

Deployment: Dawn of War



Bonus: If you control the Objective your opponent placed at the start of your turn, earn one point towards your Primary mission. You may only earn this bonus point once.

Circle 3 of the following Secondary Objectives

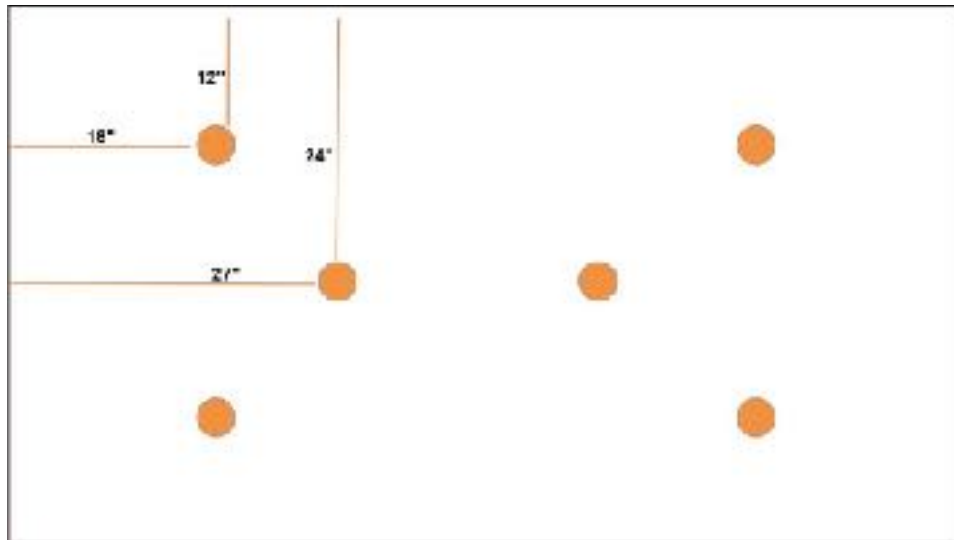
1. Moment of Bloodshed	2. Cull the Hordes	3. Breakthrough
4. Reconnaissance	5. Old School	6. Strike the Rank and File
7. Marked for Death	8. Shoot the Big Ones	9. Headhunter
10. Titanslayer	11. Engineers	

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

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

Deployment: Search and Destroy



Bonus: If you control the Objective in your opponent's deployment zone that is 12" from their long edge at the start of your turn, earn one point towards your Primary mission. You may only earn this bonus point once.

Circle 3 of the following Secondary Objectives

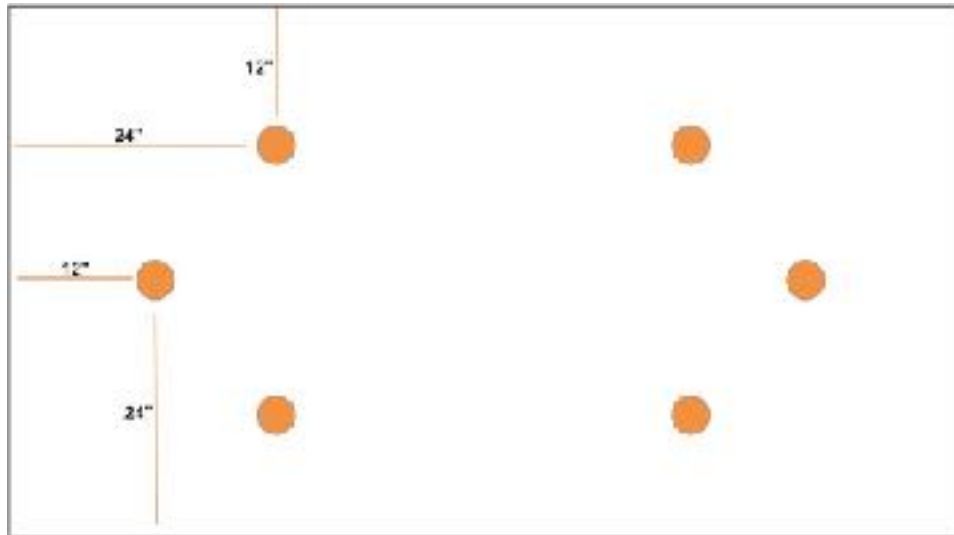
1. Moment of Bloodshed	2. Cull the Hordes	3. Breakthrough
4. Reconnaissance	5. Old School	6. Strike the Rank and File
7. Marked for Death	8. Shoot the Big Ones	9. Headhunter
10. Titanslayer	11. Engineers	

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

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

Deployment: Vanguard Strike



Bonus: If you control the Objective in your opponent's deployment zone that is 12" from their long edge at the start of your turn, earn one point towards your Primary mission. You may only earn this bonus point once.

Circle 3 of the following Secondary Objectives

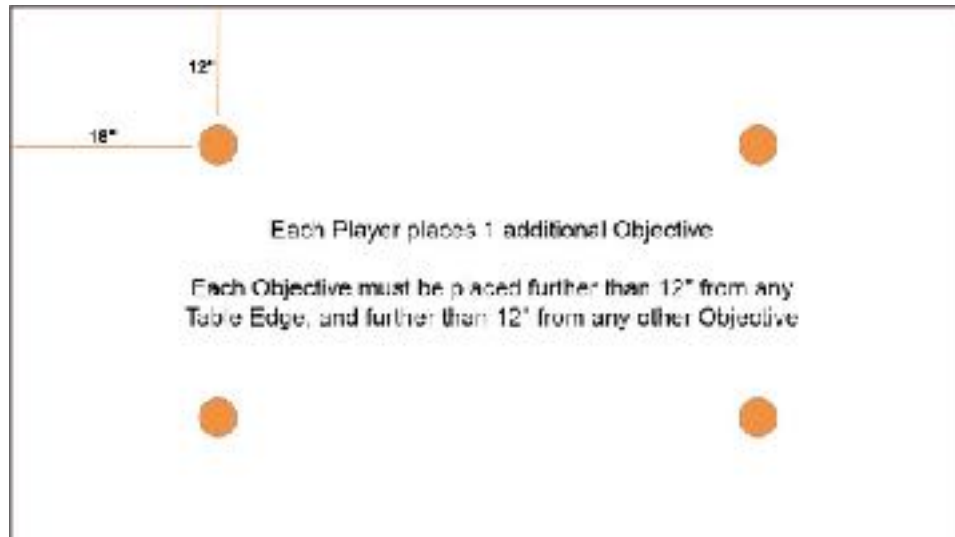
1. Moment of Bloodshed	2. Cull the Hordes	3. Breakthrough
4. Reconnaissance	5. Old School	6. Strike the Rank and File
7. Marked for Death	8. Shoot the Big Ones	9. Headhunter
10. Titanslayer	11. Engineers	

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

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

Deployment: Hammer and Anvil



Bonus: If you control the Objective that your opponent placed at the start of your turn, earn one point towards your Primary mission. You may only earn this bonus point once.

Circle 3 of the following Secondary Objectives

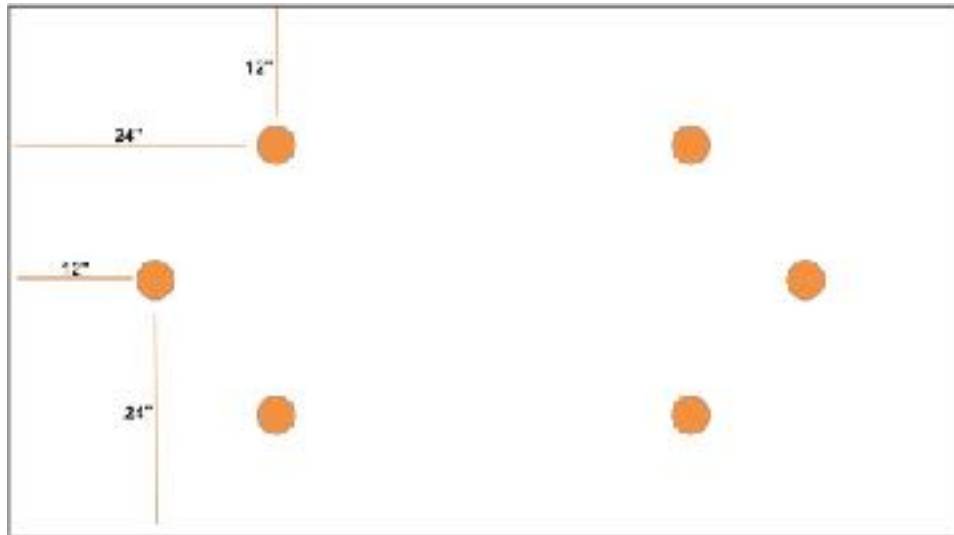
1. Moment of Bloodshed	2. Cull the Hordes	3. Breakthrough
4. Reconnaissance	5. Old School	6. Strike the Rank and File
7. Marked for Death	8. Shoot the Big Ones	9. Headhunter
10. Titanslayer	11. Engineers	

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

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

Deployment: Dawn of War



Bonus: If you control both objective markers closest to your opponent's deployment zone at the start of your turn, earn one point towards your Primary mission. You may only earn this bonus point once.

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 Point
4			
5			
6			
Total			