

Mile High Massacre Grand Tournament



March 3-4, 2018

Douglas County Fairgrounds, South Barn

500 Fairgrounds Rd

Castle Rock, CO 80104

Schedule

Saturday, March 3rd

08:00 AM – 09:00 AM	Check In
09:00 AM – 11:30 AM	Round #1
11:30 AM – 12:30 PM	Lunch Break; Paint Judging
12:30 PM – 03:00 PM	Round #2
03:00 PM – 03:30 PM	Break
03:30 PM – 06:00 PM	Round #3

Sunday, March 4th

08:30 AM – 09:00 AM	Check In
09:00 AM – 11:30 AM	Round #4
11:30 AM – 12:30 PM	Lunch Break
12:30 PM – 03:00 PM	Round #5
03:00 PM – 03:30 PM	Break
03:30 PM	Awards Ceremony

Army Composition and Lists

Mile High Massacre will be using Matched Play rules, composition, and unit costs from the General's Handbook II. Warscrolls released after the release of the General's handbook II will override those in the handbook. Warscrolls released after February 23rd, 2018 will not be used for this tournament.

Players may field an army list up to, and including, 2000 points. Army lists must be submitted on or before February 23rd to the following email address: kingofthemountaingt@gmail.com. If your list is not submitted on or before the deadline, a penalty of 20 points will be applied to your final score.

Each player in The Mile High Massacre GT is required to bring a printed or digital copy of their list to the tournament. If a player does not have a printed or digital copy of their list or fields an army that is invalid (i.e. does not satisfy item/army rules, doesn't match the approved list, or is more than 2000 pts or over slot points) that player will forfeit all points for any games played with that list.

House Rules

- Round bases are required for this tournament. It is acceptable to glue or magnetize a square base to a round base. In this case, all measuring must be done from the round base. If square bases are used on a model, your opponent will have the option to remove offending models as casualties before the start of the game.
- Since there are advantages to using incorrect base sizes in close combat, base sizes for models should be within reason, but no smaller than the bases the models were supplied with. If no round bases have been supplied for a given unit, please use the following chart as a reference:

Square/Rectangle Base	Appropriate Round Base
20mm x 20mm	25mm Round
25mm x 25mm	32mm Round
25mm x 50mm	75mm x 46mm/ 60mm x 35mm Oval
40mm x 40mm	40mm Round
50mm x 50mm	50mm Round
50mm x 75mm	90mm x 52mm Oval
50mm x 100mm	105mm x 70mm/120mm x 92mm Oval
150mm x 100mm	170mm x 105mm Oval

- If you have any questions about a base size, please email us at kingofthemountaingt@gmail.com.
- Bases cannot overlap for purposes of piling in and making attacks.
- Measure all distances between models using their bases as a reference point.
- When measuring vertically, you should count the model's own torso, arms, legs and head as well. Wings, Weapons, Banners, etc should be ignored.
- Allegiance Abilities, artifacts, command traits, spells, etc must be recorded on your Army List and may not be changed during the tournament.
- Saves cannot be improved beyond a 1+ regardless of additional modifiers (cover, Mystic Shield, etc.).
- You may cast spells on units that are engaged in combat, including enemy units. This also applies to Command abilities as appropriate.
- If at any time you or your opponent has no models left on the table with no additional units to set up after the game begins, the game is over immediately.

Models

- All models must be fully assembled and "What You See Is What You Get" (WYSIWYG). If you are fielding a unit that has swords and shields, it should be represented by models that have swords and shields. Humanoid units should be represented by humanoid models. Partially assembled models (mounts without riders, empty bases, and models with missing critical body parts like torsos and heads) and models that are not WYSIWYG will be removed as casualties prior to the start of each game.




- Alternate Models (including conversions) are acceptable provided they do not cause confusion for your opponents or judges. Alternate Models are models that may not be the official Games Workshop model for a given unit but 1) fulfill the WYSWYG requirement of the unit and 2) are easily identifiable as the unit within a given army and ideally utilizes paint, bits, and basing to add as much clarity as possible. If an alternate model is used to represent one unit, you should not use another alternate model of the same type to represent another unit. Additionally, if you use a specific alternate model to represent something different in your army, you should not include any units of your alternate model in your list.

Example of Badness 1: A player uses Black Guard models to represent Phoenix Guard, but also uses a Black Guard model to represent an Anointed on foot. While Black Guard, Phoenix Guard, and the Anointed all uses the same equipment – The Anointed standing next to the Phoenix Guard will make things confusing in this case.

Example of Badness 2: A player uses Black Guard models to represent Phoenix Guard, but is running a mixed order list that also includes a unit of Black Guard. This will make things very confusing.

Example of an acceptable alternate model: A player uses a Black Guard model to represent an Anointed on foot. There are no other Black Guard models used in the player’s army.

- Proxy Models are not acceptable in this tournament. These are models that either don’t satisfy the WYSIWYG requirement or may technically satisfy WYSIWYG but do not, even remotely, fit the description of the unit it represents – or fit in the setting of the game. Proxy Models will be removed as casualties at the start of each game.

Correct Model	Alternate Model	Proxy Model
		
<p><i>This is the model GW produced to represent an anointed on foot.</i></p>	<p><i>Roughly the same size as original model, has a halberd, has heavy armor from head to toe, even has a cloak.</i></p>	<p><i>Has a halberd, has heavy armor. However, it’s much larger than what it is intended to represent...and more importantly, it’s a solar powered robot.</i></p>

- If you have any question on if a model is acceptable, please email us at kingofthemountaingt@gmail.com.

Battle Points

Battle Points for Mile High Massacre GT consist of combined Scenario Points, Kill Points, and Mission Points. A total of **200 battle points** can be earned over the course of 5 games (100 Scenario points, 50 Kill Points, 50 Mission Points).

Scenario Points

Scenario Points for Mile High Massacre will be scored in the following manner:

Victory Type	Winner	Loser
Major Victory	20	0
Minor Victory	14	6
Draw	10	10

Kill Points

Kill Points for Mile High Massacre will be scored in the following manner:

Difference in Points Killed	Player that killed more	Player that killed less
0-200	5	5
201-500	6	4
501-800	7	3
801-1100	8	2
1101-1400	9	1
1401+	10	0

Mission Points

After matchups have been determined but before the start of the game, each player must draw a mission card from the easy, moderate, or difficult objective piles. Cards should be played face up/face down prior to the start of the first turn. **Cards may not be exchanged with team members or opponents.**

Easy Missions are relatively straight forward for most lists to accomplish. The player must decide whether they want to play the card face up or face down. Successfully achieved easy missions from face down cards are worth 2 points. If the player plays the objective card face up, another point is available. If the player achieves the face up mission, they get the extra point for a total of 3 mission points. If the opponent prevents the player from completing the mission, the extra point goes to the opponent. **A total of 4 mission points** are available in a round where an easy mission was attempted: 2 for mission success + 1 if the successful mission card was played face up + 1 for preventing an opponent's face up card from being successful.

Additionally, the player can choose to burn the card to add d3 to a casting value, unbind value, run distance, or charge distance roll. This can be done after the value of the roll has been determined. If the player chooses to do this, the mission is automatically failed and the opponent gets an extra point as if the card was played face up.

Moderate Missions are more challenging than easy missions and may be quite challenging depending on your list and opponent. The player must decide whether they want to play the card face up or face down. Successfully achieved moderate missions from face down cards are worth 5 points. If the player plays the mission card face up, another point is available. If the player achieves the face up mission, they get the extra point for a total of 6 mission points. If the opponent prevents the player from completing the mission, the extra point goes to the opponent. A **total of 7 mission points** are available in a round where a moderate mission was attempted: 5 for mission success + 1 if the successful mission card was played face up + 1 for preventing an opponents face up card from being successful.

Additionally, during any of the card owner's hero phases, the owner can choose to burn the card for either a casting attempt of Arcane Bolt or Mystic Shield during their hero phase or unbinding attempt during their opponent's hero phase. The casting/unbinding value should be resolved as if the card owner rolled a 12 for the attempt. This value cannot be modified in any way. Ranges for casting or unbinding attempt are measured from the player's general. If the player's general is not alive, the bound spell may not be used. If the player chooses to do this the mission is automatically failed and the opponent gets an extra point as if the card was played face up.

Difficult Missions are extremely challenging and may be more trouble than they are worth. Drawing a difficult mission is a high-risk move (more like a Hail Mary) but may yield high rewards (or terrible burden) both in game and via bonus points. Difficult missions are **always** played face up and often come with a blessing and/or curse from the Assigner of the mission. Difficult missions cannot be burned for any bonuses. Difficult missions are worth 8 bonus points to the player if completed. If the player fails to complete the mission, the bonus point is awarded to their opponent. A **total of 10 mission points** are available in a round where a moderate mission was attempted: 8 for mission success + 1 since the successful mission card was played face up + 1 for preventing an opponent's face up card from being successful.

Painting

Armies do not have to be painted to participate in the Mile High Massacre GT, but we strongly encourage at least 3 colors minimum.

A maximum of 100 points can be earned for Painting at the Mile High Massacre GT. Paint scores are calculated in the following manner:

A maximum of **80 points** from judged score

10 points for winning player's choice

10 points for winning best painted

During the lunch break on day 1, the paint judge will judge each army on display according to the Mile High Massacre Paint Score Sheet.

Sportsmanship

A maximum of 100 points can be earned for Sportsmanship at the Mile High Massacre GT. At the end of each game, each player will give their opponent thumbs up or thumbs down on their scoresheet. A thumbs up vote should be given if your opponent shows up on time, is prepared to play, and works to resolve disputes respectfully. Explanation will be required for a thumbs down vote.

Sportsmanship for the Mile High Massacre GT will be scored in the following manner:

16 points per thumbs up vote

2 points per favorite game vote

10 points for winning best sportsman

Awards

The following awards will be given out at the Mile High Massacre GT:

Champion – Most Combined Battle, Painting, and Sportsmanship Scores

Warlord – Most Battle Points

Artisan – Most Painting Points

Diplomat – Most Sportsmanship Points

Tactician – Most Mission Points

Destroyer – Most Kill Points


Painting Score Sheet

Basic Painting	
The army has at least one model (including summoned) that fails to meet the 3-color requirement	0
All models (including summoned) in the army have at least 3 colors beyond primer but not all exceed minimum requirements	30
All models (including summoned) in the army are completely painted and exceed the minimum requirements	65
Advanced Painting	
No models incorporate advanced techniques	0
Some models include advanced techniques, but others are lacking.	1
All models incorporate basic highlight/shading	2
All models incorporate layering with highlights or blending (but not seamless)	3
All models have been shaded with seamless blending	4
Fine Detail Elements	
No fine detail	0
The army has rough freehand work, basic unit markings or other basic details	2
The army has quality freehand work, clean unit markings, or other quality details	3
The army has exceptional freehand work, exceptional unit markings, or other exceptional details	4
Conversions	
No conversions of note (none, or just a couple rank and file models have head or arm swaps)	0
Units or character models have multi-kit conversions (head/weapon/bits swaps).	2
The army has difficult conversions including use of green stuff for sculpting, putty, plasticard and/or has significant multi-kit conversions for the entire army.	3
The army includes scratch built conversions or sculpts, a large number of models with difficult conversions (see above description), or the entire army is extremely converted.	4
Basing	
Bases are unpainted and unflocked	0
Bases are only painted or only have one type of flocking	2
Bases are flocked with multiple materials/colors	3
Bases are flocked with a variety of materials, colors, and elements that significantly add to the look and feel of the army.	4
Display Board	
No Display Board	0
Display board is minimal but is still dedicated to presenting the army (i.e. not just the lid to your army container)	2
Display board includes paint, flock, and other elements that integrate with the look of the army.	3
Display board combines with the army to create an impressive diorama	4
Theme	
The army has no apparent theme or look and feel varies between units	0
The army has a uniform look and feel and other elements contributing to a theme.	3
The army is comprised of units, banners, basing, display board, and/or other elements (e.g. info on the display board, accompanying back story, terrain, effects) that all work together to convey a clear theme about its origin and/or purpose.	5
Total	

Mile High Massacre GT Result Sheet - Round #5

YOUR Name _____

OPPONENT'S Name _____

Opponent's Sportsmanship
 (Circle one. If down, explain below)

Scenario Points

Circle One Line

Victory Type	Winner	Loser
Major Victory	20	0
Minor Victory	14	6
Draw	10	10

Kill Points

Circle One Line

Difference in Points Killed	Player that killed more	Player that killed less
0-200	5	5
201-500	6	4
501-800	7	3
801-1100	8	2
1101-1400	9	1
1401+	10	0

Mission Points

Circle All That Apply

Player	Difficulty	Face Up?	Succeeded?
Me	Easy / Med / Hard	Yes / No	Yes / No
My Opponent	Easy / Med / Hard	Yes / No	Yes / No


Favorite Opponent _____

Favorite Army (Paint/Theme) _____

**Mile High Massacre GT
Result Sheet - Round #4**

YOUR Name _____

OPPONENT'S Name _____

Opponent's Sportsmanship
 (Circle one. If down, explain below)

Scenario Points

Circle One Line

Victory Type	Winner	Loser
Major Victory	20	0
Minor Victory	14	6
Draw	10	10

Kill Points

Circle One Line

Difference in Points Killed	Player that killed more	Player that killed less
0-200	5	5
201-500	6	4
501-800	7	3
801-1100	8	2
1101-1400	9	1
1401+	10	0

Mission Points


Circle All That Apply

Player	Difficulty	Face Up?	Succeeded?
Me	Easy / Med / Hard	Yes / No	Yes / No
My Opponent	Easy / Med / Hard	Yes / No	Yes / No

**Mile High Massacre GT
Result Sheet - Round #3**

YOUR Name _____

OPPONENT'S Name _____

Opponent's Sportsmanship
 (Circle one. If down, explain below)

Scenario Points

Circle One Line

Victory Type	Winner	Loser
Major Victory	20	0
Minor Victory	14	6
Draw	10	10

Kill Points

Circle One Line

Difference in Points Killed	Player that killed more	Player that killed less
0-200	5	5
201-500	6	4
501-800	7	3
801-1100	8	2
1101-1400	9	1
1401+	10	0

Mission Points

Circle All That Apply

Player	Difficulty	Face Up?	Succeeded?
Me	Easy / Med / Hard	Yes / No	Yes / No
My Opponent	Easy / Med / Hard	Yes / No	Yes / No

**Mile High Massacre GT
Result Sheet - Round #2**

YOUR Name _____

OPPONENT'S Name _____

Opponent's Sportsmanship
 / (Circle one. If down, explain below)

Scenario Points

Circle One Line

Victory Type	Winner	Loser
Major Victory	20	0
Minor Victory	14	6
Draw	10	10

Kill Points

Circle One Line

Difference in Points Killed	Player that killed more	Player that killed less
0-200	5	5
201-500	6	4
501-800	7	3
801-1100	8	2
1101-1400	9	1
1401+	10	0

Mission Points


Circle All That Apply

Player	Difficulty	Face Up?	Succeeded?
Me	Easy / Med / Hard	Yes / No	Yes / No
My Opponent	Easy / Med / Hard	Yes / No	Yes / No

**Mile High Massacre GT
Result Sheet - Round #1**

YOUR Name _____

OPPONENT'S Name _____

Opponent's Sportsmanship
 (Circle one. If down, explain below)

Scenario Points

Circle One Line

Victory Type	Winner	Loser
Major Victory	20	0
Minor Victory	14	6
Draw	10	10

Kill Points

Circle One Line

Difference in Points Killed	Player that killed more	Player that killed less
0-200	5	5
201-500	6	4
501-800	7	3
801-1100	8	2
1101-1400	9	1
1401+	10	0

Mission Points

Circle All That Apply

Player	Difficulty	Face Up?	Succeeded?
Me	Easy / Med / Hard	Yes / No	Yes / No
My Opponent	Easy / Med / Hard	Yes / No	Yes / No