



The Pegasus Gulf Gaming Club presents:

The 2019 “Lone Wolf” Summer Cup

A Pegasus Gulf Tournament Circuit event.

Introduction

The Lone Wolf Summer Cup is a Warhammer 40k 1500 point tournament taking place at the Legion on July 27 and 28, 2019. To register, contact any of the Tournament Organizers at least one week prior to the first day of the event.

Details

Entry Fee:	30\$ to be paid at the time of registration. (The entry fee covers the prize pool, tournament badges, and the overhead for the gaming club running the event. If not enough people participate, you will be refunded your entry fee.)	
Capacity:	12 - 30 players : Players will be signed up on a first-come, first-served basis.	
Venue:	Royal Canadian Legion, Regina branch (1820 Cornwall st, S4P2K2)	
Tournament Organizers:	Daniel Sexton (daniel.m.sexton@hotmail.com) Cody Youle (carmine51@hotmail.com)	<i>TOs may be contacted in person, through Facebook, or by email.</i>
Tournament Style:	Swiss-style. Players will be randomly matched up for their first game, with winning players playing winning players in successive games. Rankings will be determined by the number of wins.	

Schedule

Sunday, July 21

Last day to submit lists

Saturday, July 27

9:00am - 9:15pm: Sign-in

9:30am - 12:00pm: Round One

12:00pm - 1:00pm Lunch Break

1:15pm - 3:45pm Round Two

4:00pm - 6:30pm Round Three

Sunday, July 28

9:00am - 9:15pm: Sign-in

9:30am - 12:00pm: Round Four

12:00pm - 1:00pm Lunch Break

1:15pm - 3:45pm Round Five

4:00pm - 6:30pm Round Six

Prizes

All Participants will receive an exclusive, collectible, tournament badge.

The Top Three Players will receive a special "victor" version of the tournament badges.

First Place will receive an 100\$ Games Workshop gift card.

Second Place will receive a 75\$ Games Workshop gift card.

Favourite Opponent, as voted by the participants, will receive a 60\$ Games Workshop gift card.

Favourite Army, as voted by the participants, will receive a 60\$ Games Workshop gift card.

Best Overall combined Battle, Sportsmanship, and Painting score will receive a 75\$ Games Workshop gift card.

Note that the above prizes are for current participation. More and better prizes will be awarded if more people participate.

- *Tell your friends!*

- *Please note that we do not duplicate prizes. If you win both First Place, and Favourite Army, you will be awarded the greater prize, but not both.*

Prize Voting

For Most enjoyable opponent and Favourite painted army, players will rank their opponents in order of favourite to least favourite, and list their top 5 favorite armies. A favourite opponent/army will receive 5 points, the second favourite 4 points and so on. The prize will go to the player with the highest total in each category.

For example, Johnny has to rank his opponents in order. His first game was his favourite, and so he puts that opponent at the top of the list. His second game he puts second, his fourth game he puts third, his fifth game fourth, his sixth game fifth, and his third game last. Just because his third game was at the bottom does not mean he didn't enjoy it! It simply means it was his sixth most enjoyable game. He then chooses his 5 most favourite painted armies from all the armies in the tournament, and lists them in order of most favourite.

Core Rules Changes

All changes to the core gameplay and army composition rules will be listed here. Several are just re-iteration of the matched play rules, but some are actual changes for this tournament. **Make sure you are familiar with the rules on this page**

Gameplay Rules

- The tournament will be using the *Matched Play* rules presented in the Warhammer 40k Rulebook, Chapter Approved 2018, and the Big FAQ 1 2019.
- The tournament will be using the *Battlefield Terrain* rules presented in Chapter Approved 2019.
 - Modify the rules for ruins as follows: Count any openings on the first level of ruins as closed for Line of Sight purposes.
- All FAQs and Erratas as of July 20th, 2018 will be in effect.

Army Composition

Each player will bring one 1500 point list that meets the following requirements:

- Lists may include no more than 3 detachments (Up to 3 **DRUKHARI** Patrol detachments count as a single detachment)
- Lists may not include detachments whose only shared keyword is **IMPERIUM, CHAOS, AELDARI, or TYRANIDS**.
- Lists may not include more than 3 of the same datasheet, except for Troops and Dedicated Transports
- Lists may contain a maximum of 1 **TITANIC** Lords of War unit (with no limit on **QUESTORIS CLASS** or **CERASTUS CLASS** units)

Please note:

- Players must use the most up to date datasheet available for each unit, ignoring no-longer-valid index options.
- Players must specify on their army list what custom **<FACTION>** keyword they are using.
- Psychic Powers, Warlord Traits, and other pre-game, permanent abilities must be listed on your army list, and are fixed for the entire tournament.
 - This includes, but is not limited to: Warlord Traits, Relics, Stratagems spent for extra warlord traits or relics, Chapter Master stratagem, Warphead stratagem, Vigilus Specialist detachments and extra relics or traits
 - In the case where such abilities are rolled for, they will be rolled for once at the start of the tournament.

Model and List Composition

All Armies must follow “What You See is What You Get”. Wargear must be accurately represented on the models.

- Conversions must accurately match the original model, including correct base size, wings, etc.
- TOs reserve the right to disqualify an army based on these restrictions. All exceptions must be explicitly given permission from a TO before list submission.

Players must bring a *physical* reference copy of their **army rules** and **list**.

- TOs can provide PDFs for printing
- Models without printed rules will not be allowed in a game.

Dispute Resolution and Rules Amendments

Disputes will typically be resolved in favour of the Intent of the Rule, but where this is not clear, we will use the Written Rule. In a situation where there is no clear solution, the TOs will be called to make a decision that will be in effect for the remainder of the tournament.

Champion Missions

The ITC Champion's Missions will be used for this tournament. The Common mission parts will be outlined here, and the individual mission deployment maps and mission specific objectives will be presented after.

THE ARMIES

Each player will bring an army following the restrictions on the previous page.

THE BATTLEFIELD

This mission will be played on a 6x4 board, which is preset by the TOs.



OBJECTIVE MARKERS

If a mission calls for placing objective markers, they must be placed 12" away from another objective marker and 6" away from a board edge, unless the mission specifies otherwise.

DEPLOYMENT

This mission uses the deployment map detailed in the missions below. **Players roll off and the loser chooses their deployment zone.** The other player must deploy in the other deployment zone.

The player that *did not* choose their deployment zone deploys their entire army. The other player then deploys their entire army.

Please note that, unless approved by a TO, players may not move terrain to deploy any fortifications.

FIRST TURN

The player that finished setting up first may decide to take the first or second turn. If they decide to take the first turn, the other player may roll a dice, and on a 6, they go first instead.

GAME LENGTH

The game ends at the end of Battle Round 6

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the player with the most points left on the field is the winner.

PRIMARY OBJECTIVE

You gain one victory point for each of the following at the end of your turn:

- You hold at least one objective
- You destroyed at least one unit during your turn

You gain one victory point for each of the following at the end of the Battle Round:

- You hold more objectives than your opponent
- More of your opponent's units were destroyed in the Battle Round than your own.

SECONDARY OBJECTIVE

At the start of the game, before determining deployment sides, choose three of the Secondary Objectives presented on the following page, and inform your opponent of your choice. You may score a maximum of 4 victory points per secondary objective. (For a total possible 12 victory points)

TERTIARY OBJECTIVE

Time Out! Players will be given a chess clock with half of the total round time. If your opponent is taking actions of any kind (including saves, fighting in close combat, etc.), hit the clock. Make sure to plan your turns out and batch roll your dice!

You are responsible for making sure your time is not running when it shouldn't be.

If a player's clock has time remaining at the end of the game, they score 8 victory points.

SECONDARY OBJECTIVES

**note that only wounds inflicted, models killed, or units killed for objectives marked with an asterix (*) count toward scoring other objectives that requires inflicting wounds, killing models, or killing units.*

Kingslayer: Choose an enemy model that is a **CHARACTER**.

- Earn 1 point for every 2 wounds of damage it loses, cumulatively, or for every 4 wounds if it is a **VEHICLE** or **MONSTER**.
- If the **CHARACTER** is also your opponent's Warlord, earn 1 additional point if it is destroyed.
- For units that regenerate wounds, the total number of wounds lost counts.

Marked for Death: Choose 4 of your opponent's units with a Power Level of 7+. Earn 1 point for each of these units destroyed.

- If a chosen unit splits apart or joins with another unit during the game, both split units or the entire joined unit must be destroyed.

Choose your Poison: Pick 4 of the following keywords: **PSYKER**, **FLY**, **BIKER**, **VEHICLE**, **MONSTER**, **TITANIC**. For each chosen keyword, pick a different enemy unit with that keyword. Score 1 point for each chosen unit that is destroyed.

- If a chosen unit splits apart or joins with another unit during the game, both split units or the entire joined unit must be destroyed.

Gang Busters: Score 1 point for every 6 wounds inflicted to non-**SWARM** units that contain more than 1 model with 3+ wounds.

Titan Slayers: For every 8 wounds lost by enemy units with the **TITANIC** keyword in total throughout the course of the game, earn 1 point.

Choosing to count wounds for this objective prevents the unit from scoring for any other non-stacking objective.

Headhunter: 1pt for each enemy **CHARACTER** that is destroyed.

Big Game Hunter: 1 point for every enemy **VEHICLE** or **MONSTER** with 7 or more wounds that is destroyed.

Butcher's Bill: Earn 1 point if you kill 2 or more units in a turn.

***The Reaper:** Earn a point for every 20 enemy models that have been destroyed.

- Models that come back to life count each time they are killed.
- Models killed for this objective do not count towards **Marked for Death**.

***Old School:** Earn 1 point for each of the following:

- **First Strike:** An enemy unit is destroyed in the first Battle Round.
- **Slay the Warlord:** The enemy Warlord is destroyed by game's end.
- **Linebreaker:** Have one of your models within your opponent's deployment zone at the end of the game.
- **Last Strike:** An enemy unit is destroyed in the last Battle Round played.

Ground Control: Score 1 point for each objective you control at the end of the game.

Engineers: Pick 2 non-**CHARACTER**, non-**FORTIFICATION** units from your army. Starting round 2, Score 1 point if one or more of the chosen units starts and ends its turn within 3" of an objective you control, and did not make attacks or manifest psychic powers.

- A unit may not score this objective if it split into or merged with other units
- The chosen units may not benefit from abilities, powers, or stratagems that prevent them from being the target of attacks.

Behind Enemy Lines: Earn 1 point if at the start of your turn you have at least one unit wholly in your opponent's deployment zone.

Recon: Earn 1 point if you have a unit at least partially in each table quarter at the end of your turn.

- A unit may only count as being in one table quarter at a time for the purposes of this objective.

King of the Hill: Score one point if you have 2 non-**CHARACTER** units that began the game with multiple models wholly within 6" of the center of the board at the end of the battle round.

- A unit may not score this objective as well as **Recon**, **Ground Control**, or **Engineers**.

SCORING ADVISORY Make sure to choose secondary objectives that you will be able to score based on your army and your opponent's army!

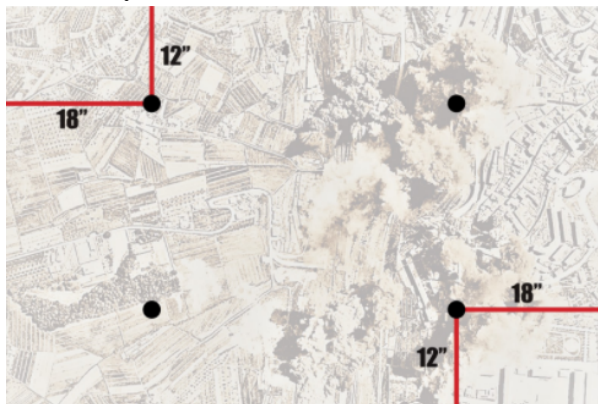
Each mission has a total possible score of 50.

- 24 points for primary objectives (4 points per turn over 6 turns)
- 12 points for secondary objectives (4 points per secondary objective)
- 6 points for mission extra points (1 point per turn over 6 turns)
- 8 points for the Time Out tertiary objective. (8 points for having time left on your clock)

GAME 1

Deployment Map: Frontline Assault

Place 4 objectives as shown below



After choosing deployment zones each player picks a different Priority Objective, and may move it 6".

If a player holds their opponent's Priority Objective at the end of their player turn, they score 1 point.

GAME 3

Deployment Map: Spearhead Assault

Place 4 objectives as shown below

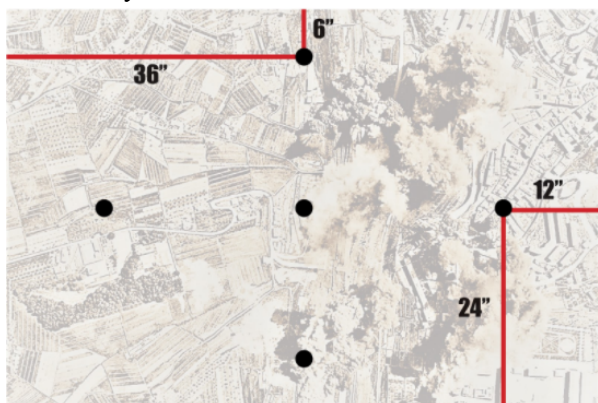


If a player holds all four objectives at the end of their player turn, they score 1 point.

GAME 5

Deployment Map: Search and Destroy

Place 5 objectives as shown below

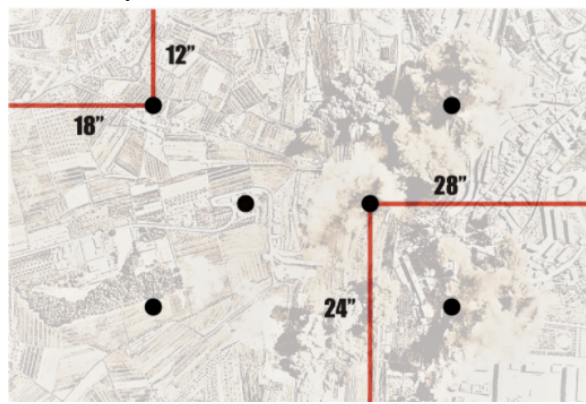


If a player has three **CHARACTERS** within 3" of three different objectives at the end of their player turn, they score 1 point.

GAME 2

Deployment Map: Vanguard Strike

Place 6 objectives as shown below



If a player holds or contests 5 or more objectives at the end of their player turn, gain 1 point.

GAME 4

Deployment Map: Dawn of War

1 objective is placed in the middle of the table.

Each player places 1 objective in their deployment zone more than 6" from a table edge and 12" from any other objective.

If a player controls the center objective and their opponent's objective at the end of their player turn, they gain 1 point.

GAME 6

Deployment Map: Hammer and Anvil

One objective is placed in the center of the map.

Starting with the player that did not choose their deployment zone, each player alternates placing one objective anywhere on the board, then one in their opponents' deployment zone.

If a player controls both objectives that they placed, they gain 1 point.