

SLOW GROW & PAINT LEAGUE 2011 **Monday March 7th – Sunday March 27th**

(The Second Slow grow League follows immediately after this one and will be 25 points)

The 2011 Slow Grow Paint League is intended to be a fun casual event that will run 3 weeks with the goal of having a completely painted 15 point force (in addition to caster jack points) by the end of the three weeks.

At the end of the League there will be a prize for the event champion (player on top of the scoring ladder), a prize for best painted army (as voted on by a panel of judges), as well as a Randomly drawn award for participation in the League (this cannot be won by someone who has received one of the other two prizes)

The League will have a \$5 entry fee which will go towards prizes for the event

All games are played at the league venue. A player scores **league points** for each game he plays, and these points determine the player's standing in the league as shown by his placement on the league leader board, or **ladder**.

League games will be played at 15 points

Official League days are Wednesday, Saturday until 6pm and Sundays.

The player at the top of the ladder at the end of a league is named the champion.

Player Responsibilities

Players participating in the league must bring their own models, stat cards, dice, measuring devices, tokens, markers, and templates required for play. The League Organizer must approve any printed media used to track damage.

The objective of league play is for everyone to have a good time. Players must cooperate with their opponent to resolve effects. Refusing to do so is explicitly unsportsmanlike. Players must remain courteous and patient with their opponents and the League Organizer. The League Organizer always has the final word on rules questions or debates. Players must accept all rulings made by the League Organizer whether they agree or not.

The League Organizer tracks the position of each player participating in the league on a scoreboard called the ladder. The first five games a player plays each week earn him league points, and these determine a player's standings on the ladder. Players can continue playing games after reaching their maximum for the week, but additional games will not earn league points.

At the start of the league, players are randomly assigned a position on the ladder. After players begin earning **league points**, the player with the most league points occupies the top rung of the ladder and the player with the fewest league points occupies the bottom. As a player's league point total changes after every game, his position moves up or down the ladder.

If two players are tied in league points, the player to attain that number of league points first gets the higher ladder ranking. If two players are tied in league points after playing each other, the player who scored more points *in that game* gets the higher ladder ranking.

The number of league points a player scores for playing a league game depends on the size of the game, the scenario, and the outcome of the game. The following table provides the base number of league points a player earns for playing a game of a given size. All players earn the listed number of **battle points** for simply completing the game. Players can also earn **bonus points** as defined in the rules for individual scenarios. See the individual scenarios for additional information on the bonus points that players can earn.

Game Size	Battle Points	Bonus Points
15 Point Game (1 Warcaster / Warlock)	2	1

Stamps:

Players can earn stamps in their 2011 Stamp book in the section devoted to warcasters. A Player earns a stamp for killing a enemy warlock or warcaster of a faction they do not own or play during the year while a player earns a stamp for playing with a new caster from one of their factions they have not played during the year.

War jack / War beast bonds:

The 2011 Slow Grow Paint league will be using the war jack and war beast bonding rules as found in Pages: 246 in warmachine and 238 in Hordes.

Scenarios

The 2011 Slow Grow Paint league document includes four scenarios for use in all 2011 Slow Grow Paint league. Players can choose to play any scenario upon which they agree.

Scenario Reference Sheets 1/2

Scenario Glossary

Scenario Diagrams: Each player's deployment zone and the scoring areas or objectives for the scenario are depicted. The first (red) and second (blue) player are assigned a color in the diagram. The scoring areas are also color-coded by player in some scenarios. In these scenarios a player must control or contest the areas that match his own color in the diagram.

Starting number: The number of models that a model/unit choice provides based on the army point cost paid. If a model/unit doesn't begin the game with all purchased models in play, the starting number is still considered to be the number stated on the stat card for the point cost paid.

Own: Models listed, or created by effects, within a player's fielded army list.

Control: The rules for control vary depending on the scenario and the type of scoring area (zone or flag) used. Ignore inert warjacks, wild warbeasts, fleeing models and models that you own that are under the control of your opponent when checking for control conditions.

Contest: A player must own at least one model within a scoring area in order to **contest** that area or within 4" of a flag to contest that flag. Inert warjacks, wild warbeasts, and fleeing models cannot contest.

Zone: Also called a "scoring area." A region of the game table defined within the scenario rules. Players seek to "control" these zones or "contest" a zone so that an opponent does not control that zone. A player controls a zone if he owns one or more models within the zone and the opponent has no models within the same zone.

There are no additional requirements for warcasters, warlocks, warjacks, or warbeasts. For a unit to control a zone the unit must contain 50% or more of its starting number (rounding up) and all remaining models must be within the same zone.

For a solo to control a zone, it must have an army point cost of 1 or more. For solo choices that consist of multiple models, divide the cost of the solo choice by the number of models to see if each model is worth at least 1 point. For multiple model solo choices to control a zone the choice must contain 50% or more of its starting number of models (rounding up) and all remaining models must be within the same zone.

Flag (40 mm base): All flags are models with the following qualities:

- Cannot be targeted, damaged, moved, placed, or removed from play
- Incorporeal, stationary, medium-based models
- Immune to all in-game effects; do not activate

A player controls a flag if he owns one or more models B2B with the flag and the opponent has no models within 4" of that flag. There are no additional requirements for warcasters, warlocks, warjacks, or warbeasts.

If the B2B model is a member of a unit, the unit must contain 50% or more of its starting number (rounding up) and all remaining models must also be within 4" of the flag.

If the B2B model is a solo it must have an army point cost of 1 or more. For solo choices that consist of multiple models, divide the cost of the solo choice by the number of models to see if each model is worth at least 1 point. For multiple model solo choices to control a flag the choice must contain 50% or more of its starting number of models (rounding up) and all remaining models must also be within 4" of the flag.

Objective (50 mm base): Some scenarios will add additional qualities to objectives or contradict these properties; in those cases the scenario takes precedence. All objectives are models with the following qualities:

- Cannot be targeted by attacks or damaged on the first round
- Non-living, non-warrior, stationary, large-based models
- Friendly model to **all** other models ☐ DEF 5/ARM 20/Damage: 15
- 360 degree front arc
- May be moved by throws, slams, pushes, etc.
- Cannot be placed, knocked down, or removed from play
- Cannot channel
- Do not activate, suffer continuous effects, or suffer collateral damage

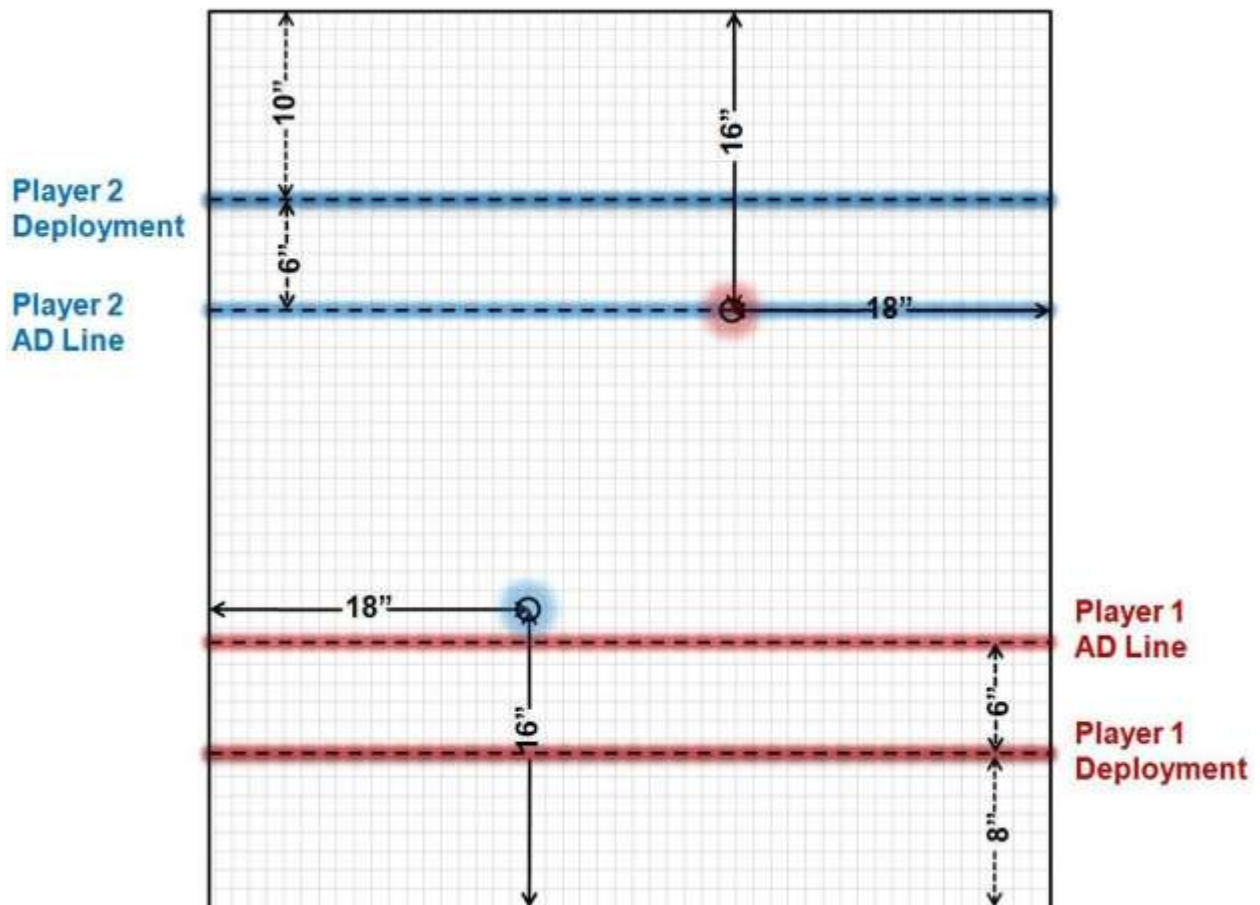
Scenario Reference Sheets 2/2

Victory and Tiebreakers	
<p>Assassination Victory: When only one player owns warcasters/warlocks remaining in play, that player immediately wins the match.</p> <p>Scenario Victory: When a player has fulfilled the victory conditions described in the scenario, that player immediately wins the match.</p> <p>1st Tiebreaker: If time runs out before a player has won the match, the player who owns the most warcasters/warlocks remaining in play wins the match. If both players own the same number of warcasters/warlocks in play, check the 2nd tiebreaker to determine the match winner.</p> <p>2nd Tiebreaker: The player who has the most control points wins the match. If both players have the same number of control points, check the 3rd tiebreaker to determine the match winner.</p> <p>3rd Tiebreaker: Tally the army point value of the models/units owned by each player within the designated scenario scoring area. Ignore inert warjacks, wild warbeasts, and fleeing models when checking 3rd tiebreaker conditions. The player with more army points wins the match. If both players have the same number of army points, check the 4th tiebreaker to determine the match winner.</p> <ul style="list-style-type: none"> ● <i>Warjacks/Warbeasts:</i> Points equal to the army point cost of the model within the scoring area. ● <i>Solos:</i> Points equal to the army point cost of the model within the scoring area. If a solo choice consists of multiple models, ignore solo choices that have fewer than 50% (rounding up) of their starting number remaining in play when counting army points. All remaining models must be within the scoring area for the solo choice's value to be 	<ul style="list-style-type: none"> ● <i>Units and Unit Attachments:</i> Points equal to the unit's army point cost. Ignore units that have fewer than 50% (rounding up) of their starting number remaining in play when counting army points. At least half (rounding up) of the remaining models must be within the scoring area. Models with the Attachment ability add to the unit's value and also add to the number of models needed. For example, ten Long Gunners need five or more models in play to be worth 10 points, and twelve Long Gunners including their unit attachment need six or more models to be worth 12 points. ● <i>Warcasters/Warlocks:</i> 5 points for each warcaster or warlock (regardless of warjack and warbeast bonus points) within the scoring area. If a warcaster or warlock choice consists of multiple models, all the models with the warcaster or warlock subtype must be within the scoring area. Models automatically included with the warcaster or warlock choice without the warcaster or warlock subtype do not affect warcaster/warlock scoring. <p>4th Tiebreaker: Tally each player's army points destroyed as described below. The player who suffered more army points destroyed loses the match.</p> <ul style="list-style-type: none"> ● Destroyed models/units are worth their army points value. ● Units below 50% of their starting number (rounding up) are worth 50% of their army points (rounding up) including all attachments. ● Count the full army points value for inert warjacks and wild warbeasts. ● Warcasters and warlocks are worth 5 army points.

Capture the Flag (Distant Scenario) Special Rules

Summary: Players attempt to control a flag on the opponent's side of the board. Place two flags in accordance with the diagram below. At the end of each player's turn, starting on the second player's second turn, a player earns 1 control point when he controls the flag on the opponent's side of the board.

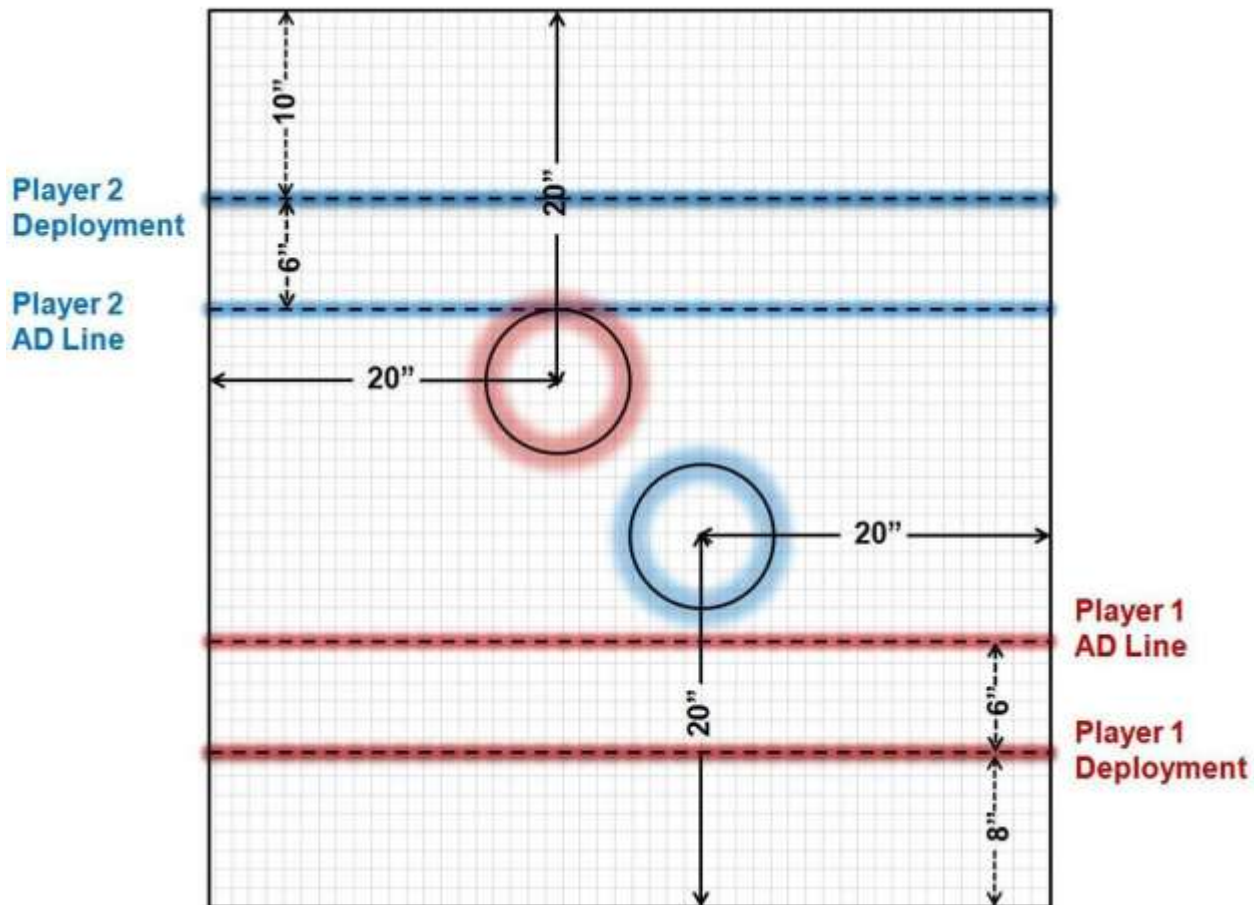
Victory Conditions The first player to earn at least 2 control points *and* have more control points than the opponent immediately wins the match. If time runs out before a player has won the match via scenario or assassination victory, break the tie as outlined in —Victory & Tiebreakers. For the 3rd tiebreaker, count only the army points within 4" of the flag on the opponent's side of the board.



Close Quarters (Center Scenario) Special Rules

Summary: Players attempt to control a circular zone on the opponent's side of the board. Mark two zones (8" diameter circles) in accordance with the diagram below. At the end of each player's turn, starting on the second player's second turn, a player earns 1 control point when he controls the zone on the opponent's half of the board.

Victory Conditions The first player to earn at least 2 control points *and* have more control points than the opponent immediately wins the match. If time runs out before a player has won the match via scenario or assassination victory, break the tie as outlined in —Victory & Tiebreakers. For the 3rd tiebreaker, count only the army points within the control zone on your opponent's side of the board.

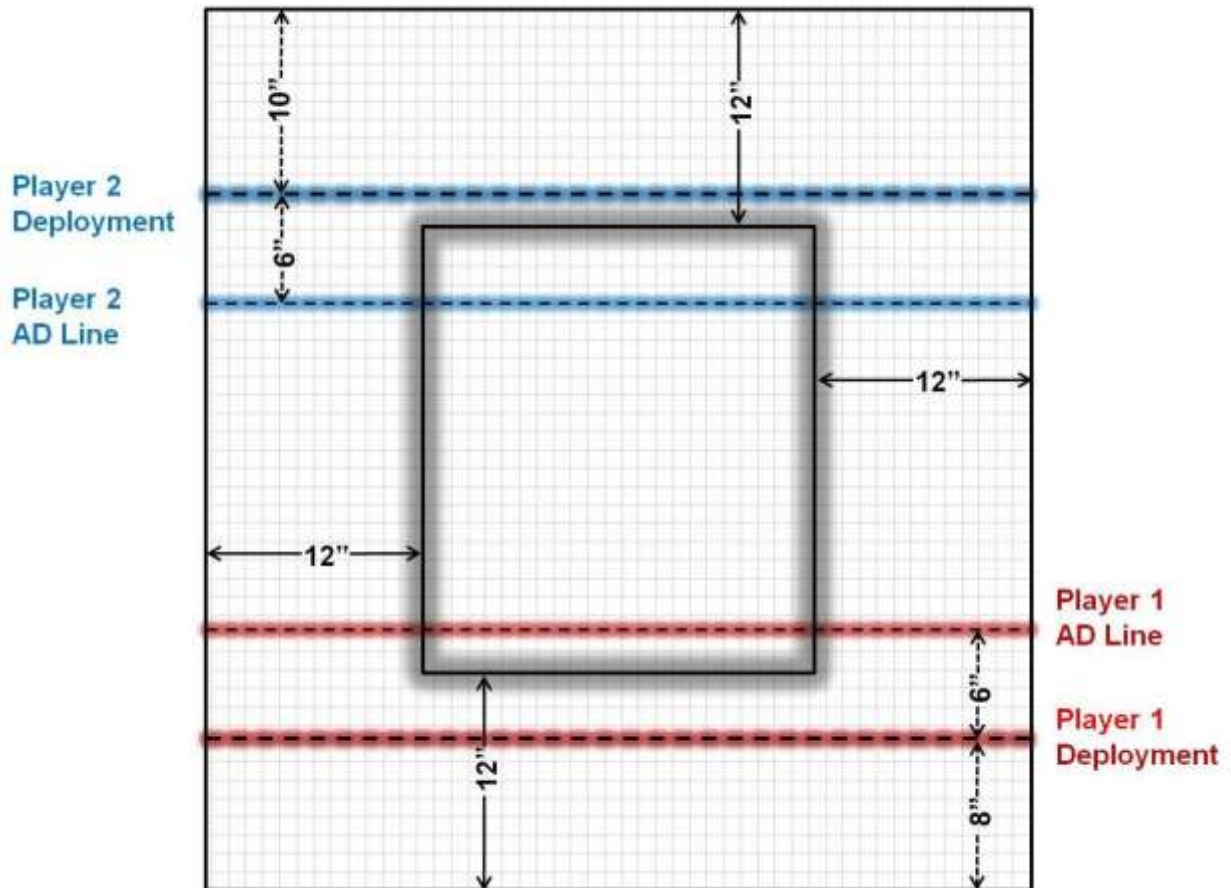


Kill Box (Center Scenario) Special Rules

Summary: Players must move their warcaster(s) or warlock(s) forward while attempting to assassinate their opponent's warcaster(s) or warlock(s). Mark a 24" square in accordance with the diagram below.

This is the kill box.

Victory Conditions Starting on the first player's second turn, if a player ends his own turn with a friendly warcaster or warlock *not within* the kill box, all friendly warcasters and warlocks are immediately destroyed and cannot be healed. If time runs out before a player has won the match via scenario or assassination victory, break the tie as outlined in —Victory & Tiebreakers. For the 3rd tiebreaker, count only the army points within the kill box.



Demolition (Radial Scenario) Special Rules

Summary: Players attempt to manoeuvre objectives into control zones. Mark two zones (8"-diameter circles) and place two objectives in accordance with the diagram below. In this scenario when a player disables an objective it is immediately thrown $d3 + 3''$ in a direction of that player's choice and all previously inflicted damage on it is removed. Objectives thrown in this manner do not deviate. Collateral damage from this throw is POW 10. Players do not earn control points for controlling zones in this scenario. At the end of each player's turn, starting on the second player's second turn, each player earns 1 control point for each objective within a zone they control. Each player may score only 1 control point in each zone during the match. Immediately after a control point is scored, models within 5" of scoring objectives suffer a POW 14 magic damage roll and are knocked down. Then return the scoring objective to its starting position using the rule of least disturbance (*WARMACHINE: Prime*, p. 65); models moved by this placement are knocked down and suffer a POW 10 collateral damage roll.

Victory Conditions The first player to earn at least 2 control points *and* have more control points than the opponent immediately wins the match. If both players reach 2 control points on the same turn, reopen scoring in both zones and play until a player earns 1 more control point. Repeat as needed. If time runs out before a player has won the match via scenario or assassination victory, break the tie as outlined in —Victory & Tiebreakers. For the 3rd tiebreaker, count only the army points within both control zones.

