



**2024  
40K GT  
TOURNAMENT  
SCENARIO  
PACK**

# Our Sponsors



## Awards

Berst Overall

1st

2nd

Best General

1st

2nd

Best Paint

1st

2nd

Best Sportsman

Best Team

Wounded but not dead

Best Xenos

Best Imperium

Best Chaos

Come join us for all the excitement.

We are encouraging everyone to come out and engage the community and watch the games free of charge. If you have friends/family who are attending just to watch, PLEASE BE RESPECTFUL OF THE PLAYERS AND GAMES. Observing Games: Simply observing a game in progress is fine, but observers should NEVER interject their own commentary, rules interpretations or tactical advice to either player involved in the game. If any interjections are witnessed and/or reported, the person(s) involved will receive a warning. Subsequent actions may result in the person(s) being asked to leave the event.

## *Melee At Shiloh 40k Schedule*

<b>Day 1 (Saturday)</b>	
8:00-9:30	Doors Open and Check In
9:30-9:45	Judges Talk and Last Call Check In
9:45 -12:45	Round 1 (Mission F)
12:45-1:45	LUNCH
1:45-4:30	Round 2 (Mission I)
4:45-7:30	Round 3 (Mission L)

<b>Day 2 (Sunday)</b>	
9:15-12:00	Round 4 (Mission E)
12:15-3:00	Round 5 (Mission J)
3:00-4:00	LUNCH
4:00-4:30	AWARDS

\*Paint Judging will occur during the event and be finished by end of Lunch on Day 2 (Sunday)

Painting  
Rubric



ITC  
Code of  
Conduct



Chris Campbell is the head judge for the event and is the final say in all rules disputes. If you need a judge, first pull up or find the relevant rules and have them ready to show the judge. Once done, have one of the players call Judge and both players raise their hands until the judge acknowledges them.

The top 5 tables will, after round 1, require a chess clock (provided)

Any player may request a chess clock prior to the start of a round but the tournament has a limited supply. It is first come first served.

The Head Judge may require a player to use a chess clock for all rounds.

Make sure you discuss terrain and its keywords with your opponent before the game starts.

# Chess Clock Rules for Melee at Shiloh

## **When does time start?**

There will be 15 minutes prior to each game for players to go over lists, terrain, mission, etc. Then judge or EO will call for time to start and you will have 2:30 to complete your game.

## **When does the game end?**

Games end naturally depending on random game length rolls, a predetermined amount of turns, or at the end of a game turn when neither player has GREATER than 5:00 minutes of time left on the clock.

## **Rules:**

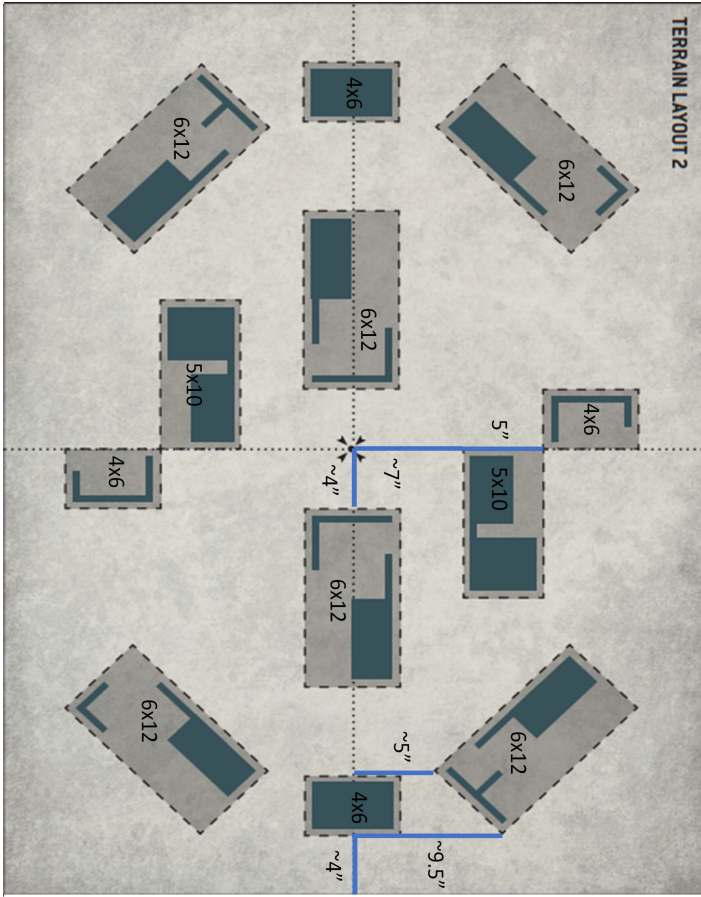
1. Each player is responsible for their own time. It is a player's right but not their obligation to make sure that their time is being handled properly.
2. Only a judge may pause the clock. Players may not pause their clocks.
3. If a player's time runs out, they may not perform any more actions except for those listed below. The only exception is if they are in the middle of moving a unit, they may finish so that the unit is placed legally on the board. As an example, this can include moving a unit in the movement phase, finishing moving a unit into assault (note they will not be able to attack), or consolidating a unit. Any other action is immediately stopped.
4. If a player runs out of time they may only perform the following actions:
  - a. Making saving throws, and taking a leadership test if required to.
  - b. Scoring objectives that they have already achieved or already hold.
  - c. Rolling Battle shock tests.

The most important rule is rule number 1. This is the most important rule because it puts time in your control, and fairly allocates time while players interact. It is each player's right to pass the time to his opponent whenever they are making an action or spending time making a decision.

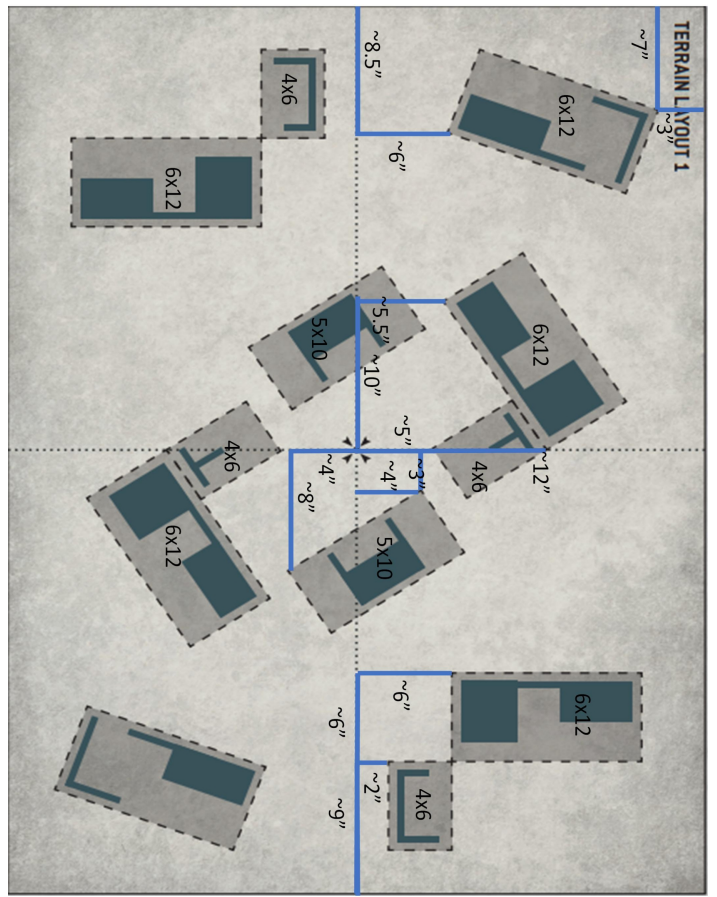
Some examples of this are as follows:

1. You put 20 wounds on a unit containing models with different saving throws. Pass the clock to your opponent so he can make his saving throws in the order that he chooses.
2. Your opponent must make 3 leadership tests. Pass the clock to your opponent while he makes these tests and adjusts the units which fail.
3. You destroy a vehicle and your opponent has a large squad inside that he wants positioned just right. Pass the clock to him while he arranges his models.

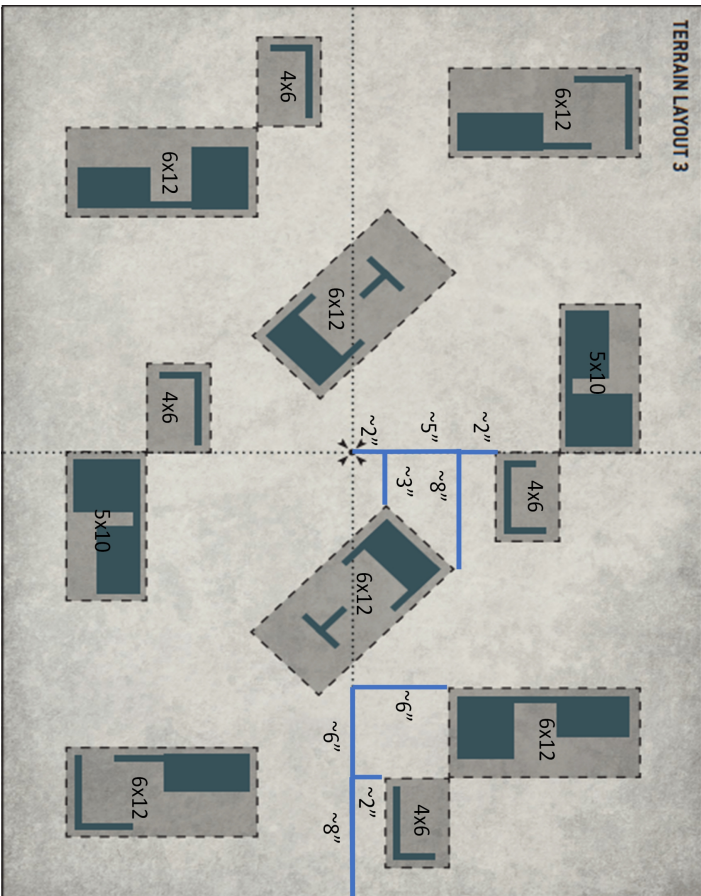
# Mission 1



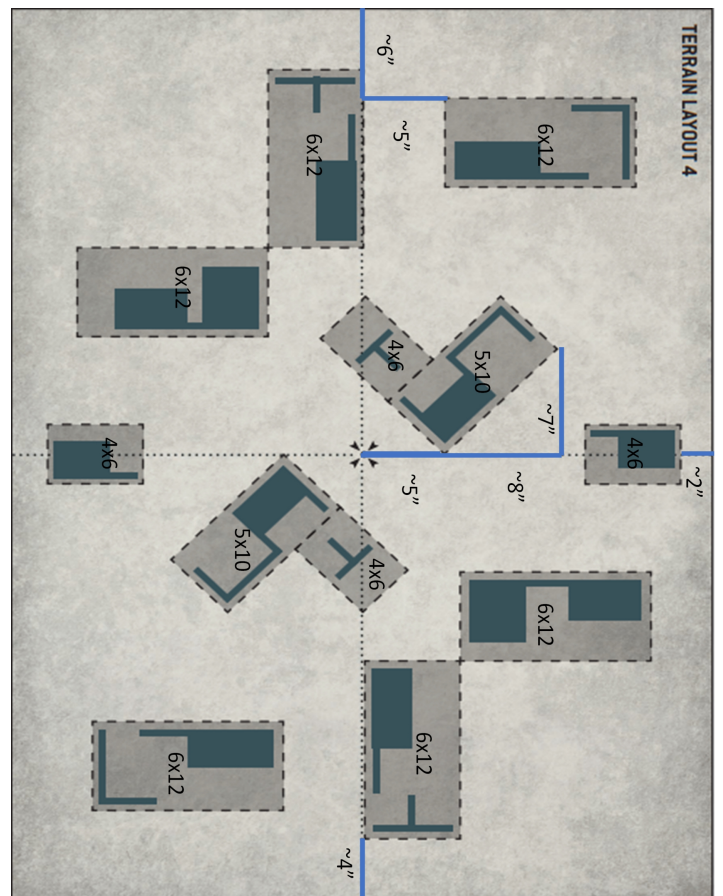
# Mission 4&5



# Mission 3



# Mission 2



# Round 1 (F)

## PRIMARY MISSION SUPPLY DROP

*Supplies are inbound. Secure the drop coordinates.*

At the start of the battle, players randomly select two different objective markers in No Man's Land: the first selected is the Alpha objective, the second selected is the Omega objective. At the start of the fourth battle round, the Alpha objective is removed from the battlefield. At the start of the fifth battle round, all objective markers in No Man's Land apart from the Omega objective are also removed.

### In the second and third battle rounds:

At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control in No Man's Land.

### In the fourth battle round:

At the end of each Command phase, the player whose turn it is scores 8VP for each objective marker they control in No Man's Land.

### In the fifth battle round:

- The player who has the first turn scores 15VP at the end of their Command phase if they control the objective marker in No Man's Land.
- The player who has the second turn scores 15VP at the end of their turn if they control the objective marker in No Man's Land.



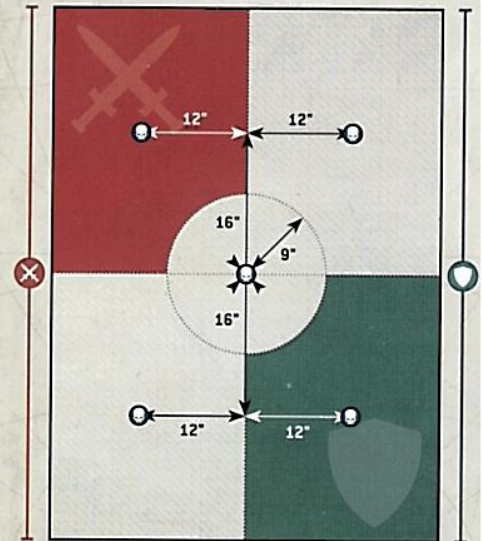
## MISSION RULE CHILLING RAIN

*Intense winds gust across the battlefield, whipping through the shattered remains of bombed ruins and heavy with the stench of death. Icy rain drenches and chills the warriors, only adding to their misery and discomfort.*

In this mission, no additional mission rules apply.

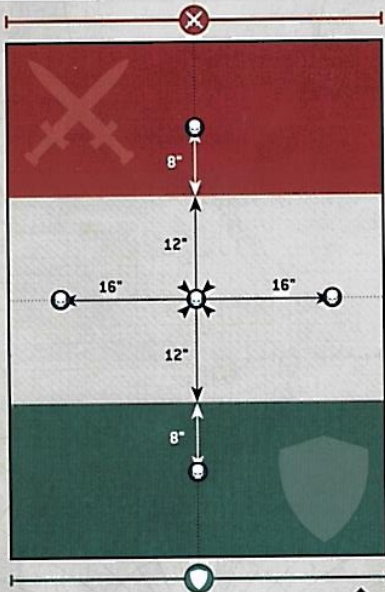


## DEPLOYMENT SEARCH AND DESTROY



# Round 2 (I)

## DEPLOYMENT HAMMER AND ANVIL



## MISSION RULE HIDDEN SUPPLIES

*Reconnaissance units have uncovered a hidden cache of ammunition, fuel and rations in this war zone.*

In this mission, players must set up one additional objective marker in No Man's Land.

Unless the Chosen Battlefield mission rule is also in effect, before setting up this new objective marker, players must first move the objective marker in the centre of the battlefield 6" directly towards one of the corners of the battlefield (if No Man's Land touches any of the corners of the battlefield, you must move the objective marker towards one of those corners). Players then set up the new objective marker 6" from the centre of the battlefield towards the diagonally opposite corner of the battlefield to the previously moved objective marker.



## PRIMARY MISSION TAKE AND HOLD

*Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, secure them and hold them at any cost.*

### In the second, third and fourth battle rounds:

At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control (up to 15VP per turn).

### In the fifth battle round:

- The player who has the first turn scores VP as described above.
- The player who has the second turn scores VP as described above, but does so at the end of their turn instead of at the end of their Command phase.



# Round 3 (L)

### DEPLOYMENT DAWN OF WAR

### MISSION RULE CHILLING RAIN

*Intense winds gust across the battlefield, whipping through the shattered remains of bombed ruins and heavy with the stench of death. Icy rain drenches and chills the warriors, only adding to their misery and discomfort.*

.....

In this mission, no additional mission rules apply.

### PRIMARY MISSION SCORCHED EARTH

*What cannot be secured must be burned to ash.*

.....

From the second battle round, in each player's Shooting phase, the player whose turn it is can select one unit from their army that is not Battle-shocked and is eligible to shoot. Until the end of that turn, that unit is not eligible to shoot or declare a charge. At the start of its controlling player's next Command phase, if that unit is within 1" of an objective marker that the player whose turn it is controls, that objective marker is burned and removed from the battlefield.

**In the second, third and fourth battle rounds:**

At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control (up to 10VP per turn).

**In the fifth battle round:**

- The player who has the first turn scores VP as described above.
- The player who has the second turn scores VP as described above, but does so at the end of their turn instead of at the end of their Command phase.

**At the end of the battle:**

Each player scores 5VP if one or more objective markers in No Man's Land were burned by a unit from their army, and 10VP if the objective marker in their opponent's deployment zone was burned.

# Round 4 (E)

### DEPLOYMENT SWEEPING ENGAGEMENT

**\*\*\* Center objective will be fixed**

### MISSION RULE CHOSEN BATTLEFIELD

*Both sides have scouted the area extensively, pinpointing the exact location of vital sites.*

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In this mission, objective markers are not placed as shown on the Deployment card drawn. Instead, players roll off at the start of the Place Objective Markers step, then alternate setting up objective markers, one at a time, starting with the winner of the roll off.

One objective marker must be placed wholly within each deployment zone, and the remaining objective markers must be placed wholly within No Man's Land, as shown on the Deployment card drawn. Objective markers must be placed more than 6" away from any battlefield edge and more than 9" away from all other objective markers.

If for whatever reason it is not possible to set up an objective marker as described above, it is not placed on the battlefield.

If any rules require players to set up additional objective markers (e.g. Hidden Supplies) during the Place Objective Markers step, players set them up as described on this Mission Rule card.

If any rules instruct players to remove one or more objective markers, do so after setting them all up.

### PRIMARY MISSION TAKE AND HOLD

*Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, secure them and hold them at any cost.*

.....



**In the second, third and fourth battle rounds:**

At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control (up to 15VP per turn).

**In the fifth battle round:**

- The player who has the first turn scores VP as described above.
- The player who has the second turn scores VP as described above, but does so at the end of their turn instead of at the end of their Command phase.

# Round 5 (J)

DEPLOYMENT CRUCIBLE OF BATTLE	MISSION RULE CHILLING RAIN	PRIMARY MISSION PRIORITY TARGETS
 <p data-bbox="435 934 553 1050"></p>	<p data-bbox="636 346 1036 472"><i>Intense winds gust across the battlefield, whipping through the shattered remains of bombed ruins and heavy with the stench of death. Icy rain drenches and chills the warriors, only adding to their misery and discomfort.</i></p> <p data-bbox="625 493 1006 525">In this mission, no additional mission rules apply.</p> <p data-bbox="933 934 1052 1050"></p>	<p data-bbox="1144 346 1534 409"><i>The objectives in this area are vital to our war effort and securing them is your highest priority. Spare nothing in ensuring that they do not fall into enemy hands.</i></p> <p data-bbox="1128 430 1550 462"><b>In the second, third, fourth and fifth battle rounds:</b></p> <p data-bbox="1120 472 1550 535">At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control (up to 10VP per turn).</p> <p data-bbox="1242 546 1437 577"><b>At the end of the battle:</b></p> <p data-bbox="1120 577 1550 630">Each player scores 5VP for each objective marker they control (up to 15VP per player).</p> <p data-bbox="1437 934 1555 1050"></p>

GW Terrain - 1st floor blocks line of site  
All of the base grants obscuring.

GW FAQ (as per Atlanta Worlds) will be used