

MEMPHIS WARRIOR LODGE

AFTERMATH OF THE SARTORIUM SYSTEM MASSACRE

OVERVIEW

For an Attrition Event, as each game progresses throughout the day, your forces will be worn down as a simulation of suffering casualties through a series of ongoing battles. You will play each subsequent mission with smaller point games and will find your armies running out of supplies.

LIST BUILDING

Players will create their lists utilizing the rules and units from their respective army books – Legacy PDF units are allowed and a single Allied Detachment may be taken. Named Characters may be included, but Primarchs and Lords of War are not allowed.

FORCES

Attrition Games will start with a 2,500 point force for Game 1 and have 3 Supply Points to spend on the Attrition Table (see right).

In Game 2, players will use their 2,000 point force and have 2 Supply Points.

In the final Game, players will use their final 1,500 point force and have 1 Supply Point.

EVENT SCHEDULE

10:00 AM – 10:30 AM: Check In

10:30 AM – 12:30 PM: Round 1

12:30 PM – 1:30 PM: Lunch Break

1:30 PM – 3:30 PM: Round 2

3:30 PM – 4:00 PM: Break

4:00 PM – 6:00 PM: Round 3

6:00 – 6:30 PM: Awards

EVENT SPECIAL RULES

Games for this event will use a special **Attrition Special Rule**. To represent the allocation of your dwindling supplies you will use the following table and apply the rules to all your games.

Before rolling for deployment, each player must assign 1 Supply Point (see **Forces** above) to one of the following categories on the Attrition Table, with different effects depending if it has been supplied or not.

ATTRITION TABLE

MUNITIONS

After each unit fires (be it in the Shooting Phase or during a Reaction), it must make an ammo check. On a 2+, the ammo check is passed and the turn proceeds as normal. If the check is failed, the unit must roll another d6. If the dice roll is **equal to or greater than** the current game turn, the unit has sufficient ammunition and no other steps are taken. If the roll is **less than** the current game turn, the unit may only fire snapshots for the remainder of the game.

If a Supply Point is not assigned to Munitions prior to the start of a game, then a unit that fails its initial 2+ ammo check must roll **greater than** the current game turn to have sufficient ammunition and avoid snap firing for the remainder of the game.

ARMOR

If a Supply Point is assigned to Armor, all movement for units is unaffected; ignore the below effects. If a Supply Point is not supplied, apply the following:

Any non-vehicle unit that runs, charges, or moves during a reaction does so with a -1" modifier to the distance. Additionally, units may not make sweeping advances.

Vehicles treat all open ground as difficult and dangerous terrain for the purposes of testing for immobilization, but do not lose a hull point if failed. Failed tests for moving through any terrain feature will immobilize and lose a hull point as normal on a failed test.

PERSONNEL

At the start of their turn, if the active player has lost any units with the Line unit type, they may roll a d6. On a 4+, the player may bring in a replacement Line unit (must be a unit that was lost earlier in the battle). The replacement unit arrives as a reserve unit, moving on from the active player's board edge, at a minimum unit size with no upgrades. This can be done only once per unit with a maximum of only 2 units per game.

Units granted Line by a piece of wargear or a Rite of War are not eligible for this rule. The only exception to this are armies using the Pride of Legion Rite of War, but armies built this way may only bring in a maximum of 1 replacement unit per game.

If a Supply Point is not assigned to Personnel, the player may only bring in a replacement unit on a roll of a 5+ with a maximum of 1 unit per game.

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STANDOFF ENGAGEMENT

*** READ THE ENTIRE SCENARIO BEFORE SETTING UP AND BEGINNING YOUR GAME ***

ENGAGE THE FOE!

The scouts have returned, bringing forth reports from the battlefield including invaluable knowledge of the enemy's location. If the reports are correct, there is one thing that you must do to win the day and, that is, secure the center.

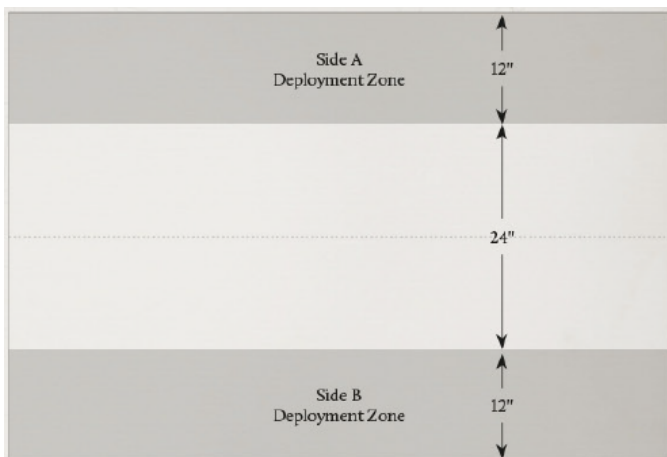
GAME SETUP

Before deployment, each player rolls off. The player who wins may choose their deployment zone using the Dawn of War deployment map. This mission uses 2500 point forces.

OBJECTIVES: Before deployment, each player will place one objective in their opponent's deployment zone, at least 6" from any board edge. Finally, place one objective directly in the center of the battlefield.

The player who chose their deployment zone may choose to deploy first or second. The player who deploys first deploys their entire force (including any fortifications), followed by the second player who then deploys their entire force (including fortifications).

Players do not roll off to Seize Initiative.



GAME LENGTH

The Game will last for four turns.

MISSION SPECIAL RULES

Attrition, Reserves, Night Fighting

PRIMARY OBJECTIVES

Starting on Game Turn Two, at the end of each of their player turns, the active player scores 2 victory points for controlling the objective in the center of the battlefield.

At the end of the game, each player scores 1 victory point for each unit in their opponent's deployment zone, earning 1 additional victory point for each scoring unit within range of the placed objective in the deployment zone.

SECONDARY OBJECTIVES

Slay the Warlord: If the enemy's warlord is removed as a casualty; +1 victory point.

Last Man Standing: If, at the end of the battle, a player has more units that are not Falling Back on the battlefield than the opposing player, +1 victory point. If they have double the remaining units, an additional +1 victory point.

Break Their Ranks: If, during the active player's first turn, they destroy an enemy unit (or causes it to flee off the table), +1 victory point. If that unit was an Elite or HQ choice, an additional +1 victory point.

First Blood: If, during the first game turn, a player destroys an enemy unit (or causes it to flee off the table), +1 victory point. If that player destroyed two units, an additional +1 victory point.

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AFTERMATH OF THE SARTORIUM SYSTEM MASSACRE

MISSION 1: STANDOFF ENGAGEMENT

PLAYER NAME		PLAYER ALLEGIANCE		
BATTLE RESULTS (CIRCLE ONE)				
Major Victory	Minor Victory	Draw	Minor Defeat	Major Defeat
Score more than 5 victory points than your opponent	Score 1 to 4 more victory points than your opponent	Score an equal amount of victory points as your opponent	Your opponent scored 1 to 4 more victory points than you	Your opponent scored more than 5 victory points than you

Primary Objective Points Earned	
Secondary Objective Points Earned	
Total Victory Points	

Name of Opponent: _____

***** STOP *****

Now, in private, rate your Opponent's Sportsmanship by checking all that apply below.
DO NOT share these results with your opponent.

SPORTSMANSHIP		
YES	NO	Was your opponent prompt to report for the start of the round?
YES	NO	Did your opponent come prepared to play and bring all required items to play? (dice, templates, tape measure, rulebooks, codices, etc).
YES	NO	Was your opponent consistent about game procedures, such as re-rolling cocked dice or picking up failed dice rules instead of successes?
YES	NO	Did your opponent put forward a good faith effort to play at a timely pace and complete the game in the allotted time?
YES	NO	Were rules issues that may have arisen during the game handled amicably by your opponent?
YES	NO	Did you complete the game?
YES	NO	Was your opponent a fair and sporting player?
YES	NO	Would you voluntarily play this person again?

MEMPHIS WARRIOR LODGE

AFTERMATH OF THE SARTORIUM SYSTEM MASSACRE

SUPPLY RAID

***** READ THE ENTIRE SCENARIO BEFORE SETTING UP AND BEGINNING YOUR GAME *****

BURN IT DOWN!

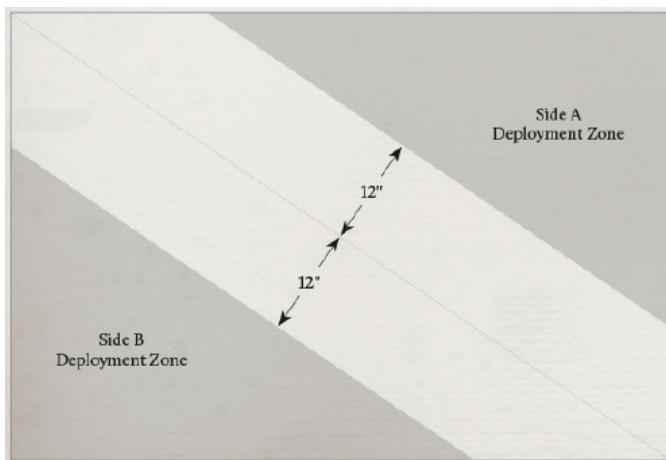
Seeking to inflict as much damage on the foe as possible, an organized strike on enemy supplies has been organized in the hopes of forcing them out of the warfront early.....a mutual plan for both sides.....

GAME SETUP

Before deployment, each player rolls off. The player who wins may choose their deployment zone using the Vanguard Strike deployment map. This mission uses 2000 point forces.

OBJECTIVES: Before deployment, each player nominates one piece of terrain within their deployment zone to be their supply cache – make sure to move it at least 6" from any board edge and as close as possible to a 6" wide terrain feature (as terrain allows, discuss with your opponent beforehand).

The player who chose their deployment zone may choose to deploy first or second. The player who deploys first deploys their entire force (including any fortifications), followed by the second player who then deploys their entire force (including any fortifications).



GAME LENGTH

The Game will last for four turns.

MISSION SPECIAL RULES

Attrition, Reserves, Night Fighting

PRIMARY OBJECTIVES

For this mission, strictly for the purposes of damaging the supply cache, it is considered a building with an armor value of 11 with a 4+ invulnerable save against ranged weapons, ignoring any rolls on the building damage chart. At the end of the game, the player which dealt the highest number of hull points to their opponents supply cache scores 4 victory points.

SECONDARY OBJECTIVES

Slay the Warlord: If the enemy's warlord is removed as a casualty; +1 victory point.

Last Man Standing: If, at the end of the battle, a player has more units that are not Falling Back on the battlefield than the opposing player, +1 victory point. If they have double the remaining units, an additional +1 victory point.

Break Their Ranks: If, during the active player's first turn, they destroy an enemy unit (or causes it to flee off the table), +1 victory point. If that unit was an Elite or HQ choice, an additional +1 victory point.

First Blood: If, during the first game turn, a player destroys an enemy unit (or causes it to flee off the table), +1 victory point. If that player destroyed two units, an additional +1 victory point.

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AFTERMATH OF THE SARTORIUM SYSTEM MASSACRE

MISSION 2: SUPPLY RAID

PLAYER NAME		PLAYER ALLEGIANCE		
BATTLE RESULTS (CIRCLE ONE)				
Major Victory	Minor Victory	Draw	Minor Defeat	Major Defeat
Score more than 5 victory points than your opponent	Score 1 to 4 more victory points than your opponent	Score an equal amount of victory points as your opponent	Your opponent scored 1 to 4 more victory points than you	Your opponent scored more than 5 victory points than you

Primary Objective Points Earned	
Secondary Objective Points Earned	
Total Victory Points	

Name of Opponent: _____

***** STOP *****

Now, in private, rate your Opponent's Sportsmanship by checking all that apply below.

DO NOT share these results with your opponent.

SPORTSMANSHIP		
YES	NO	Was your opponent prompt to report for the start of the round?
YES	NO	Did your opponent come prepared to play and bring all required items to play? (dice, templates, tape measure, rulebooks, codices, etc).
YES	NO	Was your opponent consistent about game procedures, such as re-rolling cocked dice or picking up failed dice rules instead of successes?
YES	NO	Did your opponent put forward a good faith effort to play at a timely pace and complete the game in the allotted time?
YES	NO	Were rules issues that may have arisen during the game handled amicably by your opponent?
YES	NO	Did you complete the game?
YES	NO	Was your opponent a fair and sporting player?
YES	NO	Would you voluntarily play this person again?

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AFTERMATH OF THE SARTORIUM SYSTEM MASSACRE

EXTERMINATION

***** READ THE ENTIRE SCENARIO BEFORE SETTING UP AND BEGINNING YOUR GAME *****

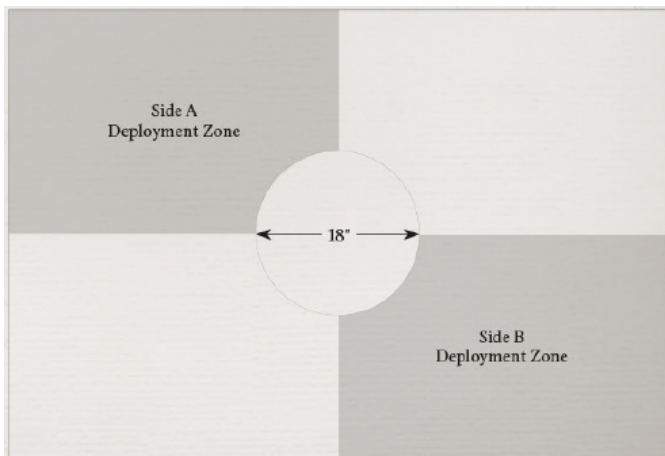
WIPE THEM OUT!

Supplies are low, the previous engagements have been costly, each side of the conflict is now left with little option but to bring a swift and decisive end to the conflict through complete and total elimination of the enemy.

GAME SETUP

Before deployment, each player rolls off. The player who wins may choose their deployment zone using the Search and Destroy deployment map. This mission uses 1500 point forces.

The player who chose their deployment zone may choose to deploy first or second. The player who deploys first deploys their entire force (including any fortifications), followed by the second player who then deploys their entire force (including fortifications).



GAME LENGTH

The Game will last for four turns.

MISSION SPECIAL RULES

Attrition, Reserves, Night Fighting

PRIMARY OBJECTIVES

If a player causes the enemy Warlord to be removed as a casualty before the end of the battle, that player scores 3 victory points. If the final blow was dealt by the opposing warlord, score an additional victory point.

If a player manages to exterminate their opponent's entire force by eliminating all their units or forcing them to fallback, that player scores 3 additional victory points.

SECONDARY OBJECTIVES

Slay the Warlord: If the enemy's warlord is removed as a casualty; +1 victory point.

Last Man Standing: If, at the end of the battle, a player has more units that are not Falling Back on the battlefield than the opposing player, +1 victory point. If they have double the remaining units, an additional +1 victory point.

Break Their Ranks: If, during the active player's first turn, they destroy an enemy unit (or causes it to flee off the table), +1 victory point. If that unit was an Elite or HQ choice, an additional +1 victory point.

First Blood: If, during the first game turn, a player destroys an enemy unit (or causes it to flee off the table), +1 victory point. If that player destroyed two units, an additional +1 victory point.

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MISSION 3: EXTERMINATION

PLAYER NAME		PLAYER ALLEGIANCE		
BATTLE RESULTS (CIRCLE ONE)				
Major Victory	Minor Victory	Draw	Minor Defeat	Major Defeat
Score more than 5 victory points than your opponent	Score 1 to 4 more victory points than your opponent	Score an equal amount of victory points as your opponent	Your opponent scored 1 to 4 more victory points than you	Your opponent scored more than 5 victory points than you

Primary Objective Points Earned	
Secondary Objective Points Earned	
Total Victory Points	

Name of Opponent: _____

*** STOP ***

Now, in private, rate your Opponent's Sportsmanship by checking all that apply below.

DO NOT share these results with your opponent.

SPORTSMANSHIP		
YES	NO	Was your opponent prompt to report for the start of the round?
YES	NO	Did your opponent come prepared to play and bring all required items to play? (dice, templates, tape measure, rulebooks, codices, etc).
YES	NO	Was your opponent consistent about game procedures, such as re-rolling cocked dice or picking up failed dice rules instead of successes?
YES	NO	Did your opponent put forward a good faith effort to play at a timely pace and complete the game in the allotted time?
YES	NO	Were rules issues that may have arisen during the game handled amicably by your opponent?
YES	NO	Did you complete the game?
YES	NO	Was your opponent a fair and sporting player?
YES	NO	Would you voluntarily play this person again?

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FAVORITE NARRATIVE

***** FILL THIS SECTION OUT AT THE END OF THE EVENT *****

FAVORITE NARRATIVE

Of all the players that provided a narrative or lore about their army, please vote for your Favorite Narrative.

Player Name: _____

Army: _____

TEAR HEAR

FAVORITE ARMY

***** FILL THIS SECTION OUT AT THE END OF THE EVENT *****

After looking at the displayed armies, choose the army that **YOU** think is the best painted and modeled.

You may not choose your own army!

FAVORITE ARMY

Of all the armies in the event, please vote for your Favorite Army.

Player Name: _____

Army: _____