MEOWHAMMER 2024

Last Updated: October 28th, 1:30pm EDT

CONQUEST
THE LAST ARGUMENT OF KINGS

Overview

This packet will contain everything you need to participate in Slice and Dice Game Cafe's Conquest tournament on Sunday, December 8th. New and experienced players are more than welcome! Come down and roll some dice for a good cause! All proceeds from the tournament go to Fluff Monster Rescue.

If you have any questions, please reach out to Brian Wawok (discord #mrtunafish).

This document is living and will be updated as needed.

Registration

Register and pay $20 for this event on www.Sliceanddicegamecafe.com .

Signup and submit your list on the LongShanks website found https://conquest.longshanks.org/event/20475/ .

Doors open to the venue at Noon, dice roll at 1pm EST.

Both lists of a team should be submitted through Longshanks or turned in via hardcopy at registration.

2 Player Team Format

- This is a 2000 pt Conquest: Last Argument of Kings team Event. Each team will be made up of two players, each player must build a legal 1000 point list.
- All standard list building rules must be followed, the restriction of no more than 2 copies of a character is applied across BOTH lists.
- For the reinforcement phase, the team gets to pick one automatic-on between them. Then, each player will roll separately to determine which of their reinforcements enter the battle as normal.
- During the command phase, both teammates will build a single command stack of their combined cards.
- During the supremacy phase, no more than one supremacy may be activated. Do note that any abilities that refer to friendly regiments only apply to that player's models, they do not apply to the entire team. Then a single player from each team will roll off following the usual rules, to decide which team goes first.

- During gameplay, any spell or ability that refers to a friendly regiment, only refers to that player's models. Teammates cannot cast any friendly only spells or buffs on each other, nor would any friendly model auras impact each other.
- Teammates cannot target or attack each other's models, negative effects such of Aura of Death would not apply to each other.
- The one exception to teammates not treating each other as friendly, is that teammates can freely move over each other's models similar to how you can move over your own models. A failed charge over a teammate will have the usual failed charge consequences.
- The team maintains a single score that determines if the game is won or lost. All scoring is combined across players on a team. I.e. if a zone has 3 seizing models from team A, and 2 seizing models from team B, team A would seize the zone and score the points.

Special Meowhammer Rules:

TBD

Rules

- All rules and point values as of Friday November XXth at 1pm EDT from the [Conquest Website](#).
- The scenarios used will be found at the end of this packet, and played in order.
- All tournament packet rules such as army construction and objectives found on the [Conquest Website](#) are followed.
- In case of a rules question, we will default to the published rules in the official rules PDF, as well as any published FAQs and Clarifications. In the case where a discord ruling clarified a rule on paper, we will use it. In the case where a discord ruling went off in left field and went against the published rule, we will not use it. Please ask if there are any specific questions.

Tournament Details

- 3 rounds of swiss pairing
- Timed 2.5 hour rounds, at the buzzer finish up the existing game round and finalize scoring. Round times are:
    - 1:00-3:30
    - 4:00-6:30
    - 7:00-9:30

- In the case of an odd number of players, the player with the lowest record will be held in reinforcements. We will make every effort to provide this player a fun game, but regardless of outcome this player will receive a win
- No explicit dinner break, however tableside service is available. No outside food is allowed at Slice & Dice Gaming Cafe

Modeling & WYSIWYG

Official, unofficial, customized, and 3D printed models are all allowed. The models must occupy the correct base size of the official model.

All models should be as close to WYSIWYG as possible. Please make sure your opponent clearly knows what model is what. Any attempt to conceal the identity of a model will be considered unsportsmanlike.

Don't have everything assembled? No problem! We are more than happy to allow proxy units to fill the gaps so long as the stands match the size of the regiment you wish to proxy and have a command card to go along with the proxy. Make sure to speak with a TO before the day of play to clear your proxies.

Painting & Hobby Work

Painted models make the game more interesting to participate in, and is strongly encouraged. However in recognition of being a new and growing community, we will not require any painting at this event.

Terrain Definitions

Water:
If a Regiment has at least half its total Stands (rounding up) within this piece of Zonal Terrain, it suffers a -1 penalty to its Clash Characteristic, to a minimum of 1.

Forest:
Obscuring 3, Hindering

Grass Field:
Obscuring 1

Hills:
Elevation 2

Obscuring:
A Stand drawing Line of Sight through this piece of Zonal Terrain as part of a Volley Action and/or Targets a Regiment with all of its Stands in a piece of Obscuring Zonal Terrain, halves the X value in its Barrage (X) Special Rule (rounding up) to a minimum of 1. Should a Regiment have all of its Stands within this piece of Zonal Terrain, then its Stands suffer no penalty to their Barrage (X)

Special Rule as a result of drawing Line of Sight through the same piece of Zonal Terrain the entire Regiment is in.

If a Stand within this piece of Zonal Terrain is drawing Line of Sight through another piece of Obscuring Zonal Terrain it suffers the penalty to its Barrage (X) Special Rule as normal.

Hindering:
When at least half of a Regiment's Stands (rounding up) Charge through this piece of Zonal Terrain, the Regiment does not inflict any Impact Attacks during that Charge Action. In addition, Medium and Heavy Regiments do not benefit from the Inspired Special Rule during a Round in which at least half of their Stands (rounding up) Charged through this piece of Zonal Terrain
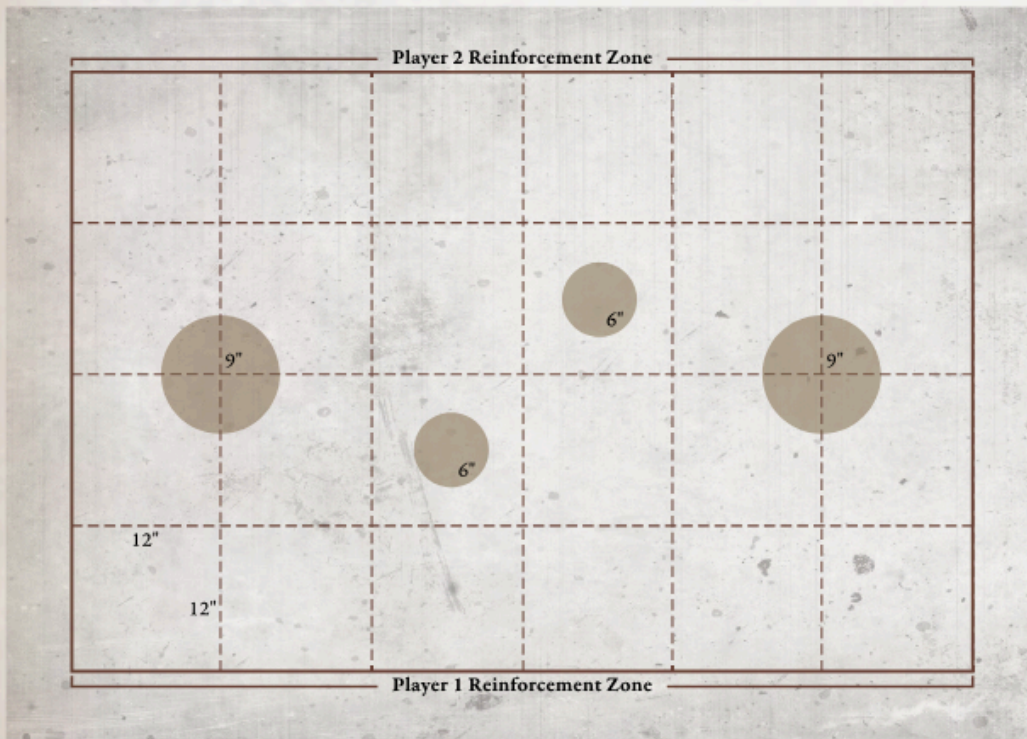
Elevation (X):
A Regiment on top of Zonal Terrain with Elevation X treats its Size as the total of their Size and the Terrain piece's Elevation.

SCENARIO SEVEN

MELEE

SETTING UP THE BATTLEFIELD

Place two 9" Objective Zones and two 6" Objective Zones.

VICTORY POINTS

During the Victory Phase of each Round Players gain VPs as follows:

- Players gain 2 VPs for each 6" Objective Zone they are Seizing.
- Players gain 3 VPs for each 9" Objective Zone they are Seizing.
- Players gain an additional 2 VPs if they are Seizing two or more Objective Zones.
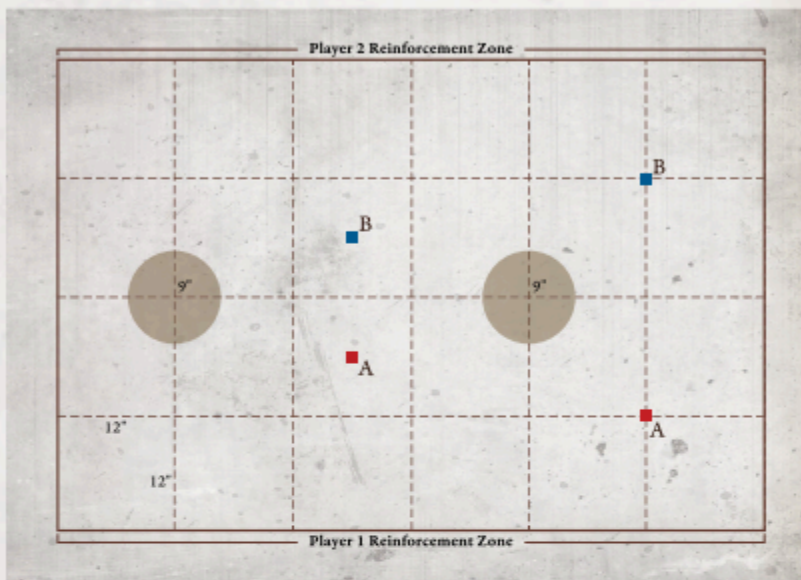- Players gain 2 VPs if they have slain the Enemy Warlord this Round.

- Players gain 2 VPs for every Enemy Character Stand that has been destroyed during the Round.
- Players gain 2 VPs for every Enemy Regiment that has been destroyed during the Round.

GAME LENGTH

The game ends at the end of the 10th Round. The Player that has scored the most VPs is declared the winner.

SCENARIO SIX

OFF-BALANCE

SETTING UP THE BATTLEFIELD

Place two 9" Objective Zones and four Objective Markers as shown in the diagram. Objective Markers "A" are considered to be friendly to Player 1 whereas Objective Markers "B" are considered to be friendly to Player 2.

- Players gain an additional 1 VPs if they are Seizing two Objective Zones.
- Players gain 2 VPs if they have slain the Enemy Warlord this Round. This may not be scored more than once per game.

VICTORY POINTS

During the Victory Phase of each Round Players gain VPs as follows:

- Players gain 4 VPs for every Enemy Objective Marker they have destroyed during the Round.
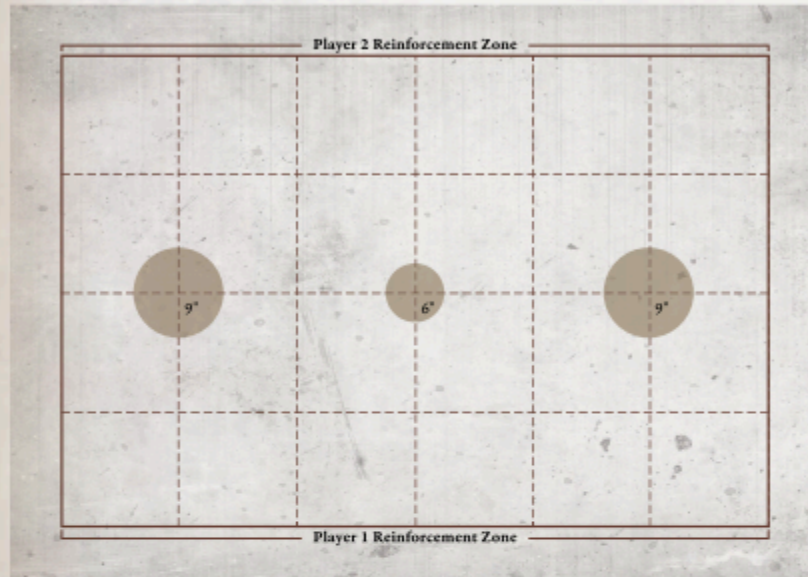- Players gain 2 VPs for each Objective Zone they are Seizing.

GAME LENGTH

The game ends at the end of the 10th Round. The Player that has scored the most VPs is declared the winner.

SCENARIO ELEVEN

MAELSTORM

SETTING UP THE BATTLEFIELD

Place two 9" Objective Zone and one 6" Objective Zone as shown in the diagram.

VICTORY POINTS

In this Scenario Objective Zones can be Seized and points scored from Round 1. At the end of Rounds 1-4 or 9-10 Players gain VPs as follows:

• Players gain 2 VPs for securing the 6" Objective Zone.
• Players gain 1 VP for securing the 9" Objective Zone.

At the end of Rounds 5-8 Players gain VPs as follows:

• Players gain 1 VPs for securing the 6" Objective Zone.
• Players gain 2 VP for securing the 9" Objective Zone.

GAME LENGTH

The game ends at the end of the 10th Round. The Player that has scored the most VP's is declared the winner.