

# SCHEDULE

## Friday

<b>Game Room Set Up</b>	<b>5:00-6:00</b>
<b>Registration and Open Gaming</b>	<b>6:00-10:00</b>

## Saturday

<b>Late Registration</b>	<b>8:00-8:30</b>
<b>Tournament Kick Off</b>	<b>8:30-9:00</b>
<b>Game One</b>	<b>9:00-11:00</b>
<b>Lunch (Please leave armies out)</b>	<b>11:00-12:30</b>
<b>Game Two</b>	<b>12:30-2:30</b>
<b>Game Three</b>	<b>2:45-5:15</b>
<b>(Please leave armies out after Game 3)</b>	
<b>Open Gaming/Paint Judging</b>	<b>5:15-11:00</b>

## Sunday

<b>Set up</b>	<b>8:30-9:00</b>
<b>Game Four</b>	<b>9:00-11:30</b>
<b>Lunch</b>	<b>11:30-1:00</b>
<b>Game Five</b>	<b>1:00-3:30</b>
<b>Vote for best opponent/Cleanup</b>	<b>3:30-4:00</b>
<b>Awards</b>	<b>4:00-4:30</b>

**THE ALAMO GT 2018**

# TERRAIN

**Initial Placement:** Each table was carefully, meticulously laid out on Friday night to be balanced and ready for Game 1. However, sometimes players bump things around with their display boards, or scenarios dictate that something shouldn't be where it was. When you opponent approach the table, take a look at it. If you're happy with the terrain placement, and your opponent is happy, shake hands and use the table as set up. However, if even one of you is unhappy with it, you can use the following steps to redo table setup. If you're both good with it, enjoy your extra few minutes of playing!

## Terrain Height/Categories:

- Hills, Elevated Platforms, and Bridges are all treated like Height 2 hills. You cannot see through them, even if the model might indicate you can.
- Forests are Height 5. Area terrain with barrels/ruins/bookcases/battle debris/treasure chests/etc is treated as Height 2. Area terrain with nothing on it is treated as Height 0 (Note that if your table has random bookcases/ruins/barrels scattered on it, you probably need to put it on a Height 0 terrain feature).
- Buildings are at the Height of the building.

**Setting the Battlefield:** Each table has nine circles, stars, or other identifying markers on it. Both Players should roll a d6; the player who rolled higher selects the first piece of terrain (excluding obstacles) and places it so that it covers one of the circles while staying more than 5" away from uncovered circles and 2" away from any terrain that has already been placed. The other player then places the next piece in the same way. Note that all circles may not be covered.

Once all non-obstacles are placed, each player will place a single obstacle on the table, at least 2" away from another piece of terrain; these obstacles do NOT have to be placed on circles.

**Tokens/Scenario Objectives and Terrain:** Loot Tokens may never be placed in Blocking Terrain. The Piñata treats blocking terrain just like it would treat a unit.

# UNIT STRENGTH

Some scenarios make reference to Unit Strength. The following chart shows how much each unit contributes.

Unit Type	Unit Strength
Individuals, War Engines	0
Troops, Heroes (non-Individual), Monsters, Height 0	1
Regiments	2
Hordes, Legions	3

# REROLLS

**Tournament Reroll Tokens** will be available for purchase at registration. All money raised by these reroll tokens goes to benefit Extra Life, which benefits the Children's Miracle Network (specifically, the Children's Hospital of San Antonio). You can find more information on Extra Life by visiting <http://www.extra-life.org>

This year's token can be purchased for \$10. It can be dropped on the table once per game on Saturday to allow the reroll of any d6 that you just rolled. It CANNOT be used to reroll a reroll.

# FLOODWATERS

*The enemy has captured your ancestral stronghold- the Alamo! You have gathered the remnants of your people into a mighty army and are on the march to vengeance. After a few hours march the heavens open with tears for your lost stronghold, and the rain begins to pour. Two days of muddy slogging later, your scouts report first contact with the enemy, looting a nearby town. You need provisions badly, so despite warnings that the water is rising across the saturated land, you send your force forth in search of resources.*

**Closed List:** Do NOT exchange lists with your opponent prior to this scenario! You must tell your opponent what each unit is and any unit options (such as two-handed weapons or Throwing Mastiffs), but NOT what magical items the unit has. Magical items must be revealed when they are used. Exchange lists with your opponent after the game.

**The Battlefield:** The table should be set up for you ahead of time for this game. If it isn't, see **Setting the Battlefield**, on the previous page.

**Victory Conditions: Control** – Divide the board into six 2'x2' squares. Squares that are covered in the flood waters are worth 3 points at the end of the game; other squares are worth one point at the end of the game. Control of a square is determined by the army with the highest unit strength in that square.

Control		
Diff in Pts	Victor	Opponent
10	20	0
9	19	1
8	18	2
7	17	3
6	16	4
5	15	5
4	14	6
3	13	7
2	12	8
1	11	9
0	10	10

## Special Rules:

**The Rising Waters:** At the start of the game, the player taking the first turn rolls a d6 to determine on which side of the board the flood waters are coming from. On a 1-3, the waters will come from the short table edge on his left side, on a 4-6 it will come from the short table edge on his right side. Starting at the end of the first Shooting Phase (before rolling Nerve checks) in turn 3, and continuing in every following shooting phase, the water will move 3" closer to the center of the board, finishing in the bottom of Turn 6 at 24" from the selected board edge. (The water will stay still for any turn 7 that is rolled)

**Risk of Drowning:** For each unit that even partially in the water at the end of the Shooting phase, roll a d6 for each point of unit strength the unit has. If the roll is UNDER the Def of the unit, the unit takes a point of damage, rerolling successful damage against Troops, Monsters, and units with the Nimble special rule. If the unit takes damage from the gas, it will take a nerve test (even your units in your own phase) – the player whose turn this is will roll all nerve tests, even on their own units.

Water Distance	
Top 3	3"
Bot 3	6"
Top 4	9"
Bot 4	12"
Top 5	15"
Bot 5	18"
Top 6	21"
Bot 6	24"

# THE PIÑATA!!!

Your march on to revenge is suddenly halted by the appearance of one of the most sacred objects of your people- the Piñata of War! Dios Mio! Inside the Piñata are wondrous treasures- so whack the heck out of it and get them!

**Open List:** For the remainder of the tournament, exchange lists with your opponent prior to the battle.

**The Battlefield:** This game will be played on a 4' x 4' table! If you or your opponent is disgruntled with the way the battlefield looks, see **Setting the Battlefield**, on the second page, ignoring any terrain that was completely off the table when you showed up. The Piñata is deployed in the exact center of the table. No terrain, including Obstacles, may be placed within 8" of the Pinata..

**First Turn:** Roll off after deployment. The player who wins this roll must choose to take the first turn.

**Victory Conditions: Scavenge** – Do not place objectives – the Piñata will drop all the Loot tokens you need for this scenario. Units may not hold more Loot Tokens than their Unit Strength during this game.

## Special Rules:

**The Piñata [1]:** The Piñata is a Living Legend with the following profile and special rules:

Sp	Me	Ra	De	Att	Ne
-	-	-	5+	-	∞

Individual, Fly, Inspiring, Height 3

(Remember that Individuals do not block line of sight; Height is used for seeing whether your units can see it)

**Piles of Candy:** At the start of each player turn, that player may use a non-wavered unit within 4" of the Piñata to scavenge candy from it – they gain a Loot counter and follow the normal rules for carrying Loot. In addition, the first time the Piñata takes damage in each player turn, and for every 10 full points of damage it takes in a phase (starting at 11 points, then 21 points, etc.) it will drop another Loot token. If it took the damage in Melee, the Loot token goes to one of the units in the Melee, otherwise (or if they already have their hands full), it goes in the middle of the Piñata's base (before it moves)

**Swing Wildly:** The Piñata treats all sources of damage as causing Wind Blast instead of damaging its Nerve. Resolve the movement immediately for shooting or magical attacks, or after all units have fought against it in combat, in which case it moves based on the damage dealt (for example, if it takes 4 damage from the front and 6 from the flank, it moves 4" backwards, and 6" sideways). Units in combat may not advance d6" after the Pinata moves (as they did not rout it) but may Reform. If the Piñata's move would stop it on top of a unit it instead stops 1" in front of the unit.

**The Miracle of Papier Mâché:** Weapons cannot use their Piercing value when damaging the piñata.

**Everyone Loves Candy:** The Piñata is so glorious that its Inspiring affects everyone within 6" of it, regardless of army. Even Nightstalkers love candy.

## Points:

+1 point for each Loot Token held by your unit at the end of the game.

+2 points if you did more damage to the Piñata than your opponent.

Scavenge		
Difference in Points	Winner's Battle Points	Loser's Battle Points
10+	20	0
9	19	1
8	18	2
7	17	3
6	16	4
5	15	5
4	14	6
3	13	7
2	12	8
1	11	9
0	10	10

# SEGUIN'S CAVALRY

*With sugar-filled energy, your force resumes its march, only to find several stragglers still holding their bellies from the candy! Grabbing the one that seems the most important, you surge to get through the enemy lines and break through to your main camp, hoping to get any information you can from the captured prisoner. Distant hoofbeats on the flank signal the arrival of your reinforcements. Hopefully they can help you get this prisoner back to base for "questioning!" Unfortunately, the enemy has spotted your prize, and seek to rescue their companion.*

**The Battlefield:** After setting up terrain, set up three markers in the middle of the table: one in the dead center, and one that each player will place on the center line between deployment zones, at least 12" away from the other markers. Roll a dice, the player who rolls highest places his marker first. These markers will be the Prisoners. Finally, each player places one additional marker in their deployment zone (it may be given to a unit). This last marker is the Enemy Prisoner.

**Point Size:** Deploy with your 1995 list, but hold on to your Reinforcements! You'll need them in Turn 3.

**Victory Conditions: Modified Push** – You get one point for each Marker you control on your opponent's size of the board, and two points for each Marker you control in your opponent's deployment zone. Rescuing your opponent's Enemy Prisoner is worth 2 points, while getting your own Enemy Prisoner off your opponent's board edge is worth 3 points.

## Special Rules:

**Prisoners:** All Prisoners count as Loot markers, but units subtract 1 from their Sp value for each prisoner they are carrying, to a minimum of 5 (unless it would normally be lower).

**Enemy Prisoner:** The unit carrying the Enemy Prisoner may leave the board as per the Loot rules, but they must leave from the long table edge in your opponent's deployment zone. If your enemy gains possession of the Enemy Prisoner, it is removed from the board.

**Reinforcements:** At the start of each player's turn 3, they must deploy the additional 505-525 points in their army. Each unit must be placed with a portion of their base hanging off either the long table edge in their deployment zone, or either short edge in the 12" window between the center line of the board and their opponent's deployment zone. As units start the turn with their base partially off the table, they **MUST** make a Vanguard move in the turn they arrive to at least get all the way on the board.

Push		
Difference in Points	Winner's Battle Points	Loser's Battle Points
10+	20	0
9	19	1
8	18	2
7	17	3
6	16	4
5	15	5
4	14	6
3	13	7
2	12	8
1	11	9
0	10	10

## Points:

- 1 point for each Prisoner that you hold on your opponent's half of the board at the end of the game.
- 2 points for each Prisoner that you hold in your opponent's deployment zone at the end of the game.
- 2 points if you rescued your opponent's Enemy Prisoner.
- 3 points if you got the Enemy Prisoner off your opponent's side of the board

**"If you execute your enemies, it saves you the trouble of having to forgive them."**

*— General Antonio López de Santa Anna, February 1836*

# NEW ORDERS

*After a hard breakthrough to your main camp, you turned your newly captured prisoners over to "intelligence." Morals is high in the camp, as surely the random person you grabbed on the battlefield will have information that can turn the tide of this conflict! While the interrogators work on their task, you set guards on the approach to your base. Hold the enemy off until you can figure out what he knows!*

**The Battlefield:** See **Setting the Battlefield**, on the second page. No terrain may be placed within 12" of the center of the board. Once the battlefield is set up, set a token in the exact middle of the board.

**Point Size:** The remaining games will be played at 2500 points.

**Victory Conditions: Escalating Dominate.** Starting in Turn 4, at the end of every player's turn, determine which player is in control of the center token (has more unit strength with a clear majority of its base within 12" of the token). If control belongs to the player who just completed their turn, they get a point, and a second point if they have more than six Unit Strength within 12" of the token.

## Special Rules:

**New Orders.** At the start of Turn 3, open the white envelope on your table. The contents labeled "Attacker" are to be read by the player who took the first turn, while the "Defender" page will be read by the player who took the bottom of the turn. You do NOT have to share the contents of this page with your opponent until the end of the game.

Escalating Dominate		
Diff in Pts	Victor	Opponent
10+	20	0
9	19	1
8	18	2
7	17	3
6	16	4
5	15	5
4	14	6
3	13	7
2	12	8
1	11	9
0	10	10

