

The Times they are A'Changin



Welcome to our first 40k tournament of 2017! We are looking forward to another exciting trip into the unknown as GW takes the 40k world on another roller-coaster ride!

TOURNAMENT MISSION RULES

NOTE: Any reference to models or units 'killed' or 'destroyed' also includes models that are off-board or falling back at the end of the game.

Each game provides a maximum of 24 Battlepoints to be acquired. These are earned as follows:

Alpha Missions: 12 points maximum – see individual missions for more details

Beta Missions: 6 points maximum – see individual missions for more details

Gamma Missions: Up to 6 points scored as follows:

Slay the Warlord:

2 points to a player for killing the enemy warlord and his warlord remains alive

1 point to each player if both warlords are killed

0 point to each player if both warlords are alive

First Blood:

2 points to a player for killing the first unit if no units of his are also eliminated in the same game turn

1 point to each player if the player losing the first unit is able to kill an enemy unit in that same game turn.

0 points to each player if no units are eliminated.

Linebreaker:

2 points to a player if he has a scoring model within 12" of his opponent's board edge and his opponent has no scoring models within 12" of the player's board edge.

1 point to each player if both players have scoring models within 12" of their opponent's board edge

0 points to each player if neither player has scoring models within 12" of their opponent's board edge

Night Fight, Reserves and Mysterious Objectives are in use. Mysterious terrain rules are not in use.

Tactical Objectives: Where tactical objectives are in use in the round use the following rules:

1: You may choose to use either the tactical objectives as listed in the BRB or (if applicable) your faction-specific tactical objectives listed in your codex. You must use the same source throughout the tournament.

2: At the start of your turn draw Tactical objective cards until you have 3. Discard any cards that are literally impossible to complete and redraw. Note down cards drawn and cards discarded on the table provided. Inform your opponent of what your objective cards are.

3: At the end of your turn, check which objectives you have completed and score accordingly. Note the score on the table provided. You may choose to discard 1 tactical objective card you have drawn. Mark it as discarded on the table provided.

How to Play – Mission Selection and Pre-Game Process

1. Once at your table, swap lists with your opponent and study what you're up against.
2. Continue to the normal pre-game process:
3. Roll for Table Sides
4. Roll for Warlord Traits
5. Roll for Psychic Powers
6. Roll for anything else needed by an army (e.g., Daemonic Rewards)
7. Place Objectives as per mission instructions
8. Determine Night Fight
9. Roll for Deployment; winner elects to deploy first or second
10. Unlike the standard rulebook, the player who deploys first will go first.
11. Deploy Armies
12. Deploy Infiltrators
13. Scout Moves
14. Seize the initiative roll
15. High fives and handshakes!

Round 1 – “Prayer does not change God, but it changes him who prays” *Soren Kierkegaard*

Deployment: Hammer and Anvil

Rules in Effect: As per BRB rules: Random Game Length, Night Fight, Reserves, Mysterious Objectives. As per Escalation rules: Impending Doom

Alpha Mission (12 points major win / 9 points minor win / 6 points draw / 3 points minor loss / 0 points major loss): **5 objectives**. One is placed in the center of the table (offset as necessary along the center line of the board, equidistant to the deployment areas of both players if impassable terrain is in the center of the board). Players take turns placing one objective each in their own deployment area and one objective each in their opponent's deployment area. Objectives must be at least 6" from the board edge and 12" from any other objective.

Scoring:

Score 3 points for each objective held

‘Through Attrition, Victory’ - Score 1 point for every 3 hull points or wounds suffered by an enemy Lord of War unit at the end of the game.

Major Win: Player scores at least 7 more points than his opponent

Minor Win: Player scores 1 – 6 more points than his opponent

Draw: Both players score the same number of points

Minor Loss: Player scores 1 – 6 fewer points than his opponent

Major Loss: Player score at least 7 fewer points than his opponent

Beta Mission (6 points major win / 4 points minor win / 3 points draw / 2 points minor loss / 0 points major loss): **Kill points** – score 1 KP for each unit destroyed or removed from play. Units falling back or off-board at the end of the game also count as destroyed. A Lord of War unit scores an additional 1KP if it is destroyed, removed from play, or off-board at game end.

Major Win: Player has scored 4+KP more than his opponent

Minor Win: Player has scored 1-3KP more than his opponent

Draw: Player scores the same number of KP as his opponent.

Minor Loss: Player has scored 1-3KP less than his opponent

Major Loss: Player has scored 4+KP less than his opponent.

Gamma Missions: Up to 6 points scored as per Tournament Mission Rules

Round 2 – “To improve is to change; to be perfect is to change often.” *Winston Churchill*

Deployment: Vanguard Strike

Rules in Effect: As per BRB rules: Random Game Length, Night Fight, Reserves, Mysterious Objectives. As per Escalation rules: Impending Doom

Alpha Mission (12 points major win / 9 points minor win / 6 points draw / 3 points minor loss / 0 points major loss): **4 Objectives** (Labelled 1 to 4). One objective is placed in the center of each table quarter (12" in from the long table edge, 18" in from the short table edge).

Scoring:

Score 3 points for each objective held

‘Through Attrition, Victory’ - Score 1 point for every 3 hull points or wounds suffered by an enemy Lord of War unit at the end of the game.

Major Win: Player scores at least 7 more points than his opponent

Minor Win: Player scores 1 – 6 more points than his opponent

Draw: Both players score the same number of points

Minor Loss: Player scores 1 – 6 fewer points than his opponent

Major Loss: Player score at least 7 fewer points than his opponent

Beta Mission (6 points major win / 4 points minor win / 3 points draw / 2 points minor loss / 0 points major loss): **Tactical Objectives**. Objectives 1 to 4 use the objectives placed for the Alpha mission.

Objective 5 is placed by player 1 in his own deployment area. Objective 6 is placed by player 2 in his own deployment area. Tactical objectives are generated as per Tournament Mission Rules.

A major win is scored if a player has at least 4VP more than his opponent

A minor win is scored if a player has 2 or 3VP more than his opponent

A draw is scored if both players are within 1VP of their opponent

A minor loss is scored if a player has 2 or 3VP less than their opponent

A major loss is scored if a player has 4VP or more less than their opponent

Gamma Missions: Up to 6 points scored as per Tournament Mission Rules

Round 3 – “Loss is nothing else but change, and change is Nature’s delight” *Marcus Aurelius*

Deployment: Dawn of War

Rules in Effect: As per BRB rules: Random Game Length, Night Fight, Reserves, Mysterious Objectives. As per Escalation rules: Impending Doom

Alpha Mission (12 points major win / 9 points minor win / 6 points draw / 3 points minor loss / 0 points major loss): **2 objectives** – use objectives 1 and 2 placed as part of the alpha mission.

Scoring:

Score 3 points for each objective held

‘Through Attrition, Victory’ - Score 1 point for every 3 hull points or wounds suffered by an enemy Lord of War unit at the end of the game.

Major Win: Player scores at least 6 more points than his opponent

Minor Win: Player scores 1 – 5 more points than his opponent

Draw: Both players score the same number of points

Minor Loss: Player scores 1 – 5 fewer points than his opponent

Major Loss: Player score at least 6 fewer points than his opponent

Beta Mission (6 points major win / 4 points minor win / 3 points draw / 2 points minor loss / 0 points major loss): **Tactical Objectives**. Place Objectives 5 and 6 along the center line of the table, 18” in from each board edge. Objective 1 is placed by player 1 in his own deployment area. Objective 2 is placed by player 2 in his own deployment area. Objective 3 is then placed by player 1 in the deployment area of player 2, Objective 4 is placed by player 2 in the deployment area of player 1. All objectives must be at least 6” from the board edge and 12” from any other objective. Tactical objectives are generated as per Tournament Mission Rules

A major win is scored if a player has at least 4VP more than his opponent

A minor win is scored if a player has 2 or 3VP more than his opponent

A draw is scored if both players are within 1VP of their opponent

A minor loss is scored if a player has 2 or 3VP less than their opponent

A major loss is scored if a player has 4VP or more less than their opponent

Gamma Missions: Up to 6 points scored as per Tournament Mission Rules

Round 4

Deployment: Hammer and Anvil

Rules in Effect: As per BRB rules: Random Game Length, Night Fight, Reserves, Mysterious Objectives. As per Escalation rules: Impending Doom

Alpha Mission (12 points major win / 9 points minor win / 6 points draw / 3 points minor loss / 0 points major loss): **5 objectives**. One is placed in the center of the table (offset as necessary along the center line of the board, equidistant to the deployment areas of both players if impassable terrain is in the center of the board). Players take turns placing one objective each in their own deployment area and one objective each in their opponent's deployment area. Objectives must be at least 6" from the board edge and 12" from any other objective.

Scoring:

Score 3 points for each objective held

'Through Attrition, Victory' - Score 1 point for every 3 hull points or wounds suffered by an enemy Lord of War unit at the end of the game.

Major Win: Player scores at least 7 more points than his opponent

Minor Win: Player scores 1 – 6 more points than his opponent

Draw: Both players score the same number of points

Minor Loss: Player scores 1 – 6 fewer points than his opponent

Major Loss: Player score at least 7 fewer points than his opponent

Beta Mission (6 points major win / 4 points minor win / 3 points draw / 2 points minor loss / 0 points major loss): **Kill points** – score 1 KP for each unit destroyed or removed from play. Units falling back or off-board at the end of the game also count as destroyed. A Lord of War unit scores an additional 1KP if it is destroyed, removed from play, or off-board at game end.

Major Win: Player has scored 4+KP more than his opponent

Minor Win: Player has scored 1-3KP more than his opponent

Draw: Player scores the same number of KP as his opponent.

Minor Loss: Player has scored 1-3KP less than his opponent

Major Loss: Player has scored 4+KP less than his opponent.

Gamma Missions: Up to 6 points scored as per Tournament Mission Rules

Round 5

Deployment: Vanguard Strike

Rules in Effect: As per BRB rules: Random Game Length, Night Fight, Reserves, Mysterious Objectives. As per Escalation rules: Impending Doom

Alpha Mission (12 points major win / 9 points minor win / 6 points draw / 3 points minor loss / 0 points major loss): **4 Objectives** (Labelled 1 to 4). One objective is placed in the center of each table quarter (12" in from the long table edge, 18" in from the short table edge).

Scoring:

Score 3 points for each objective held

'Through Attrition, Victory' - Score 1 point for every 3 hull points or wounds suffered by an enemy Lord of War unit at the end of the game.

Major Win: Player scores at least 7 more points than his opponent

Minor Win: Player scores 1 – 6 more points than his opponent

Draw: Both players score the same number of points

Minor Loss: Player scores 1 – 6 fewer points than his opponent

Major Loss: Player score at least 7 fewer points than his opponent

Beta Mission (6 points major win / 4 points minor win / 3 points draw / 2 points minor loss / 0 points major loss): **Tactical Objectives**. Objectives 1 to 4 use the objectives placed for the Alpha mission.

Objective 5 is placed by player 1 in his own deployment area. Objective 6 is placed by player 2 in his own deployment area. Tactical objectives are generated as per Tournament Mission Rules.

A major win is scored if a player has at least 4VP more than his opponent

A minor win is scored if a player has 2 or 3VP more than his opponent

A draw is scored if both players are within 1VP of their opponent

A minor loss is scored if a player has 2 or 3VP less than their opponent

A major loss is scored if a player has 4VP or more less than their opponent

Gamma Missions: Up to 6 points scored as per Tournament Mission Rules

Round 6

Deployment: Dawn of War

Rules in Effect: As per BRB rules: Random Game Length, Night Fight, Reserves, Mysterious Objectives. As per Escalation rules: Impending Doom

Alpha Mission (12 points major win / 9 points minor win / 6 points draw / 3 points minor loss / 0 points major loss): **2 objectives** – use objectives 1 and 2 placed as part of the alpha mission.

Scoring:

Score 3 points for each objective held

'Through Attrition, Victory' - Score 1 point for every 3 hull points or wounds suffered by an enemy Lord of War unit at the end of the game.

Major Win: Player scores at least 6 more points than his opponent

Minor Win: Player scores 1 – 5 more points than his opponent

Draw: Both players score the same number of points

Minor Loss: Player scores 1 – 5 fewer points than his opponent

Major Loss: Player score at least 6 fewer points than his opponent

Beta Mission (6 points major win / 4 points minor win / 3 points draw / 2 points minor loss / 0 points major loss): **Tactical Objectives**. Place Objectives 5 and 6 along the center line of the table, 18" in from each board edge. Objective 1 is placed by player 1 in his own deployment area. Objective 2 is placed by player 2 in his own deployment area. Objective 3 is then placed by player 1 in the deployment area of player 2, Objective 4 is placed by player 2 in the deployment area of player 1. All objectives must be at least 6" from the board edge and 12" from any other objective. Tactical objectives are generated as per Tournament Mission Rules

A major win is scored if a player has at least 4VP more than his opponent

A minor win is scored if a player has 2 or 3VP more than his opponent

A draw is scored if both players are within 1VP of their opponent

A minor loss is scored if a player has 2 or 3VP less than their opponent

A major loss is scored if a player has 4VP or more less than their opponent

Gamma Missions: Up to 6 points scored as per Tournament Mission Rules