

Blood for the Blood Errr... I mean:

'Making the Imperium Great Again'

TOURNAMENT MISSION RULES

The overall tournament results will be according to the number of delegates won. Delegates can be won in two ways – standard delegates are won by achieving missions within the 3 rounds (maximum 72). Superdelegates are won by the painting scoring (maximum 24). All delegates count equally for results purposes. Delegates may NOT be transferred to other candidates!

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 delegates to be acquired. These are earned as follows:

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

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

Gamma Missions: Up to 6 delegates scored as follows:

Slay the Warlord:

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

1 delegate to each player if both warlords are killed

0 delegate to each player if both warlords are alive

First Blood:

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

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

0 delegates to each player if no units are eliminated.

Linebreaker:

2 delegates 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 delegate to each player if both players have scoring models within 12" of their opponent's board edge

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

Random Game Length, 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.

Round 1 – The Istvaan Caucus.

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 delegates major win / 9 delegates minor win / 6 delegates draw / 3 delegates minor loss / 0 delegates major loss): **5 Caucus Sites**. 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 Caucus Site each in their own deployment area and one Caucus Site each in their opponent's deployment area. Caucus Sites must be at least 6" from the board edge and 12" from any other objective.

Scoring:

Score 3 points for each Caucus Site held at the end of the game

'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 delegates major win / 4 delegates minor win / 3 delegates draw / 2 delegates minor loss / 0 delegates 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 delegates scored as per Tournament Mission Rules

Round 2 – New Badab Primary.

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 delegates major win / 9 delegates minor win / 6 delegates draw / 3 delegates minor loss / 0 delegates major loss): **4 Polling Stations** (Labelled 1 to 4). One Polling Station 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 Polling Station held at the end of the game

'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 delegates major win / 4 delegates minor win / 3 delegates draw / 2 delegates minor loss / 0 delegates major loss): **Tactical Objectives**. Objectives 1 to 4 use the Polling Stations 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 delegates scored as per Tournament Mission Rules

Round 3 – Sabbat Worlds Tuesday

Deployment: Dawn of War

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

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

Scoring:

Score 3 points for each Polling Station held at the end of the game

‘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 delegates major win / 4 delegates minor win / 3 delegates draw / 2 delegates minor loss / 0 delegates 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 delegates scored as per Tournament Mission Rules