

Armies can have maximum 2000 pts

Composition

Minimum 0

Maximum 70 (anything above 70 count as 70)

Divide it with 5 to get your score, 8,5 counts as 9.

During the games you will use the composition to modify the result +/- half of the difference.

The softscore will be added after the tournament and you will be paired against armies with similar composition as you.

Example: Player A has 5 and player B has 11 which makes the difference 6 and if they score 12-12 the result will be 9 for player A and 15 for player B. No one can score more than 24 or less than 0.

Games 0-24 pts

Main objective 0-8 pts (in one battle there will be 0-6)

Secondary 0-4 pts (in one battle there will be 0-6)

Victory points 0-12

Difference

<300 6-6

>300-600> 7-5

>600-900> 8-4

>900-1200> 9-3

>1200-1500> 10-2

>1500-1800> 11-1

>1800-2000 12-0

Kill Points - difference

1 6-6

2 7-5

3 8-4

4 9-3

5 10-2

6 11-1

7 or more 12-0

If someone has 1997 pts in the army list, the opponent gets 3 points from the start.

Clarifications:

To score an objective you need to have part of at least one model from a scoring unit within 3" of the marker. Try to use the same size on all objectives. You can hold both a objective and a zone with the same unit, you might even hold more then one objektiv with the same unit.

To hold or contest a quarter the greater part of the unit has to be within a quarter, if half the unit is in one quarter and the other half in another quarter, then you have to roll a die to see which quarter the unit controls.

The same rule applies in the mission with Sieze Ground but in deciding which deployment zone the scoring unit is within.

You may not contest more then one zone with a singel unit or vehicle.

Outscoring and contesting.

Use the value for the unit or vehicle at the end of the battle. (ex. a half tactical squad is worth half its points)

Quarters/objectives

To outscore your opponent you need scoring units worth at least 2x the points.

You may also contest by having at least 2x the points.

Scoring units are worth its points, non-scoring units are worth half of its value.

Example:

Player A has a Tactical Squad worth 210 pts in a quarter

Player B has 5 Terminators 230(115), Tactical, 210 points and a Landraider 260(130) = 455 pts

Note: None of these were damaged.

This will result in a draw in controlling this quarter.

Bring

Measuring device

Dice

Army list (at least two)

Templates

Pen or pencil

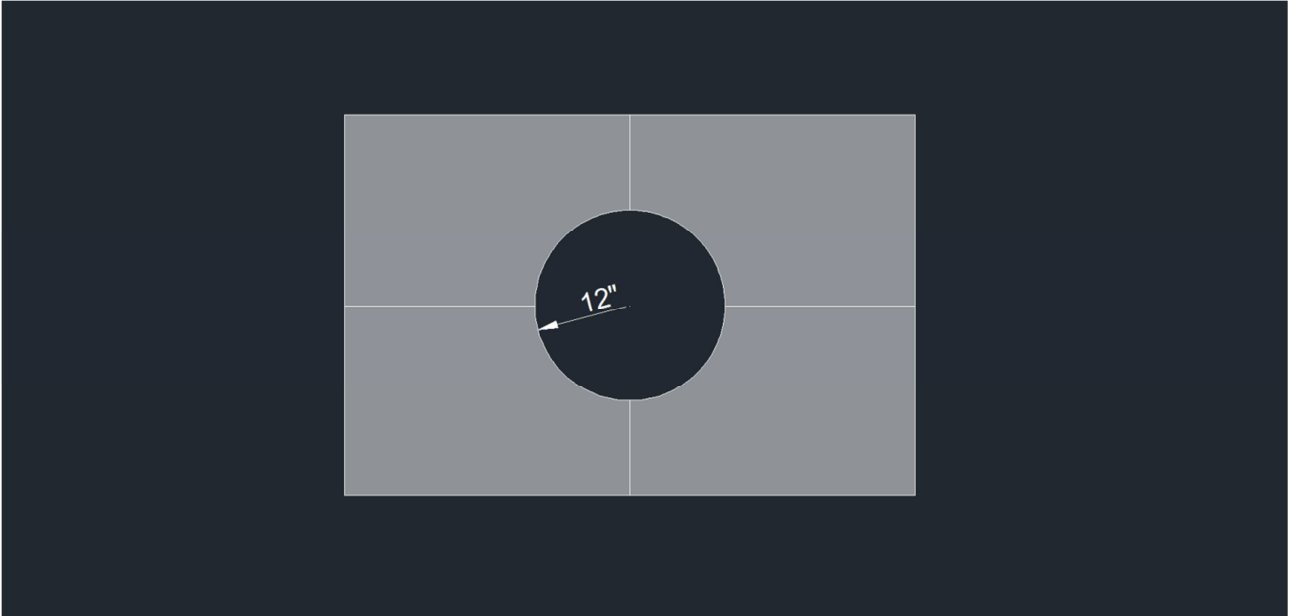
Up-to-date FAQ for your army

Rulebook

Relevant Codex/PDF

Game 1 – Spearhead

Special Occasion – In this mission you can make on of your scoring into a non-scoring. If you do this, that unit gets to choose between, Couter-Attack, Fearless, Relentless, Tank Hunter or Stealth. You decide this during your set up.



Main objective, Secure quarters

If there is no difference in quarters 4-4

1 in difference 5-3

2 in difference 6-2

3 in difference 8-0

Secondary objective, Most scoring units within 12" of the center.

If there is no difference in the amount of scoring units within 12" of the center 2-2

1 in difference 3-1

2 in difference 4-0

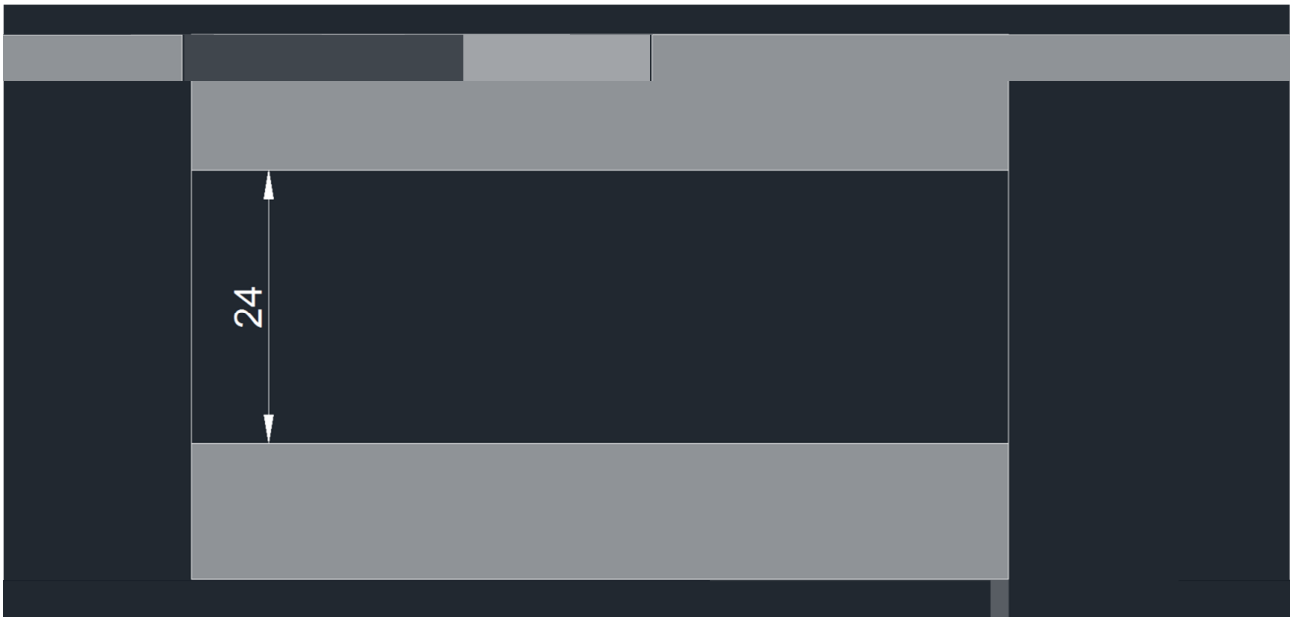
You need to have part of at least one model from a scoring unit within 12" of the center of the table.

Note: You can be within 12" of the center while holding a quarter.

Kill Points 0-12 pts

Game 2 – Pitched Battle

Special Occasion – Dusk Fighting, Nightfight turn 3 on 6+, 4 on 5+, 5 on 4+, 6 on 3+, 7 on 2+ once dusk has arrived the rest of the game will be fought out in the dark.



Main objective, Information Gathering

3 counters that move with time.

They are placed on the Centerline of the table, one 18" from each short edge and one in the center of the table.

At the start of every gameturn, they will scatter $1d6+3$ ". If a hit is scored it only moves 3" in the direction of the small arrow.

If there is no difference in controlling counters 4-4

1 in difference 5-3

2 in difference 6-2

3 in difference 8-0

Secondary objective, Seek Out and Destroy

Kill the most expensive HQ, the most expensive unit or vehicle and the cheapest unit or vehicle.

If there is more than one with the same cost randomly choose which one to kill.

If you have no difference in destroyed units or vehicles 2-2

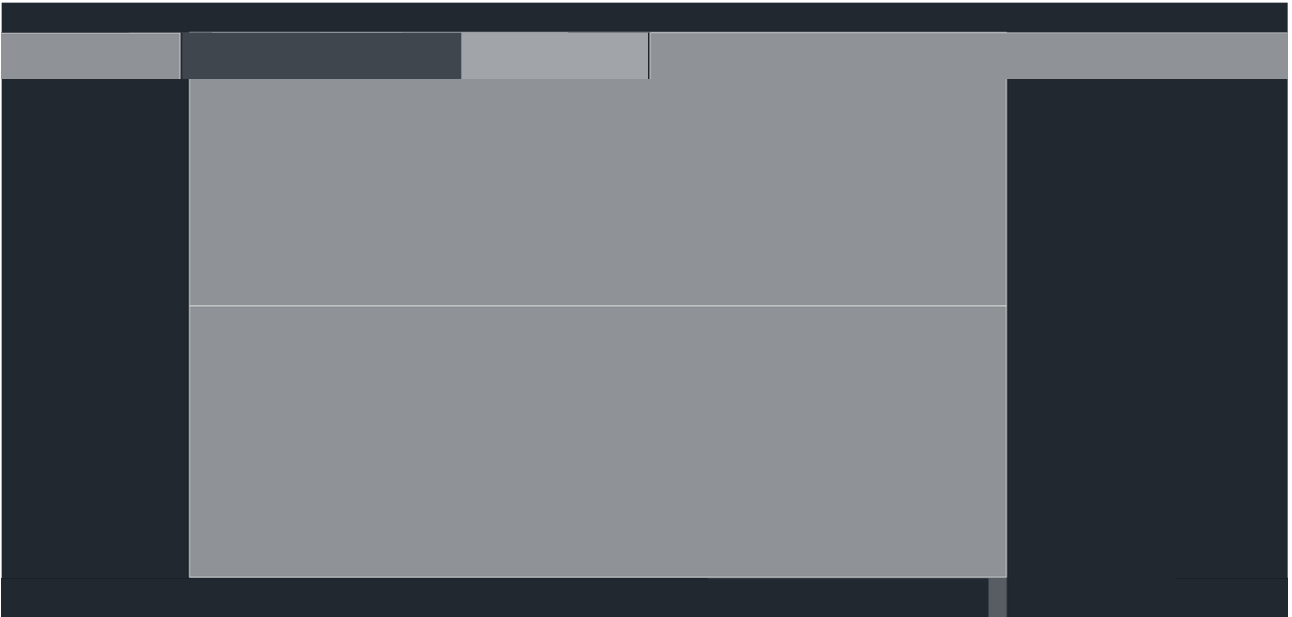
1 in difference 3-1

2+ in difference 4-0

Victory Points 0-12 pts

Match 3 – Dawn of War

Special Occasion – Long night with a long morning. The dawn might be postponed and on turn 2 on 4+ and on turn 3 on 5+ the night fighting will remain.



Main objective, Four objectives (how to place?)

If there is no difference in objectives 4-4

- 1 in difference 5-3
- 2 in difference 6-2
- 3 in difference 7-1
- 4 in difference 8-0

Secondary objective, Sieze Ground

If there is no difference between the number of your scoring units within your opponent's deployment zone than the number of scoring units your opponent has within your deployment zone
2-2

- 1 in difference 3-1
- 2 in difference 4-0

First roll to see who gets to decide which side to play on.

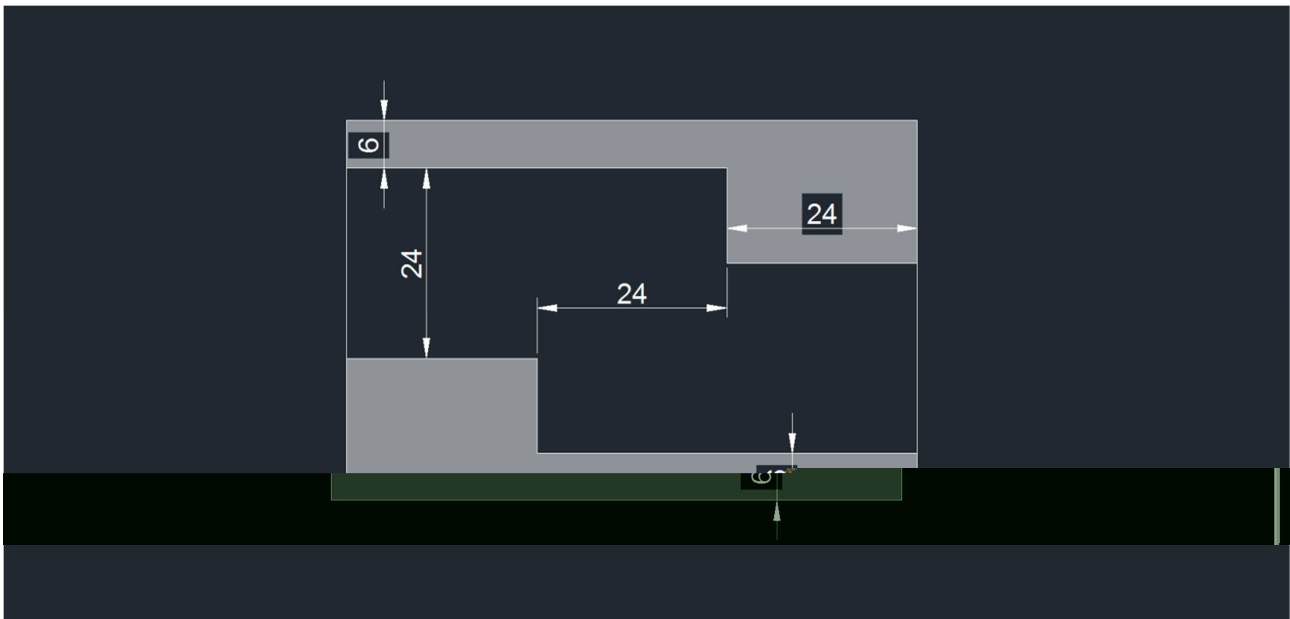
After this the player who gets to start begins with placing one objective in the opponents deployment zone, and then the other player does the same.

Next the first player places one objective in his/her own deployment zone and the next player does the same. **Note:** No objective can be closer than 9" from a table edge or 12" from another objective.

Kill Points 0-12

Match 4 – "CP" Deployment

Special Occasion – Before set-up, both player choose one area terrain that piece if will block LOS like the old forests did in 3e ed. If you stand inside it you can see out and be seen.



Main objective, Kill Points.

2 or less in difference 3-3,
3 in difference 4-2
4 in difference 5-1
5 or more in difference 6-0

Secondary objective, 3 objectives.

The objectives will be placed in the center of the table and in the center of each neutral "square" of the table.

If you have no difference in objectives 3-3

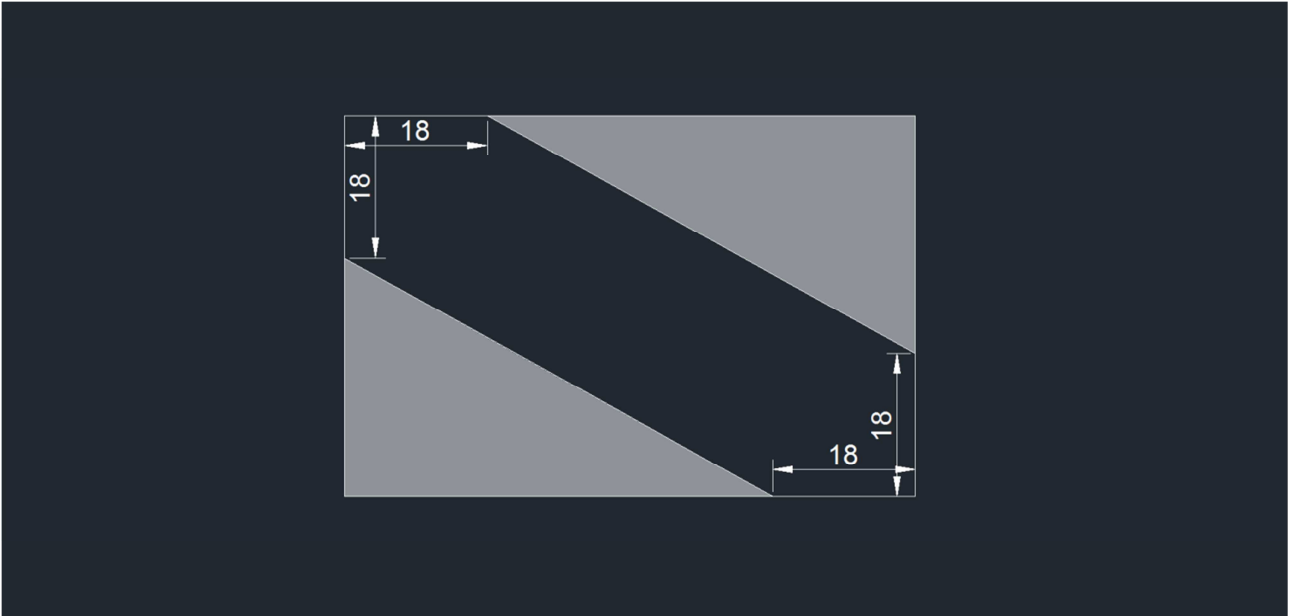
1 in difference 4-2
2 in difference 5-1
3 or more in difference 6-0

Victory Points 0-12

Match 5 – "Sned Deployment"

Special Occasion – Reinforcements have arrived.

Both player can during the deployment choose up to 2 of thier own units (transport count as one) to be held in reserve and be delayed in turn two and be forced to arrive in turn 3.



Main objective, 2 objectives

Draw a line in the neutral zone from corner to corner and place the objectives on the line 20" from each corner.

If there is no difference in objectives 4-4

1 in difference 6-2

2 in difference 8-0

Secondary objective, Kill Points

2 or less in difference 2-2,

3-4 in difference 3-1

5 or more in difference 4-0

Victory Points 0-12 pts

Komp

Minimum 0

Maximum 70 (allt ovanför 70 räknas som 70)

Dela med 5 för att få din poäng, 8,5 räknas 9.

Under turneringen kommer kompen att modifiera resultatet av slagen med +/- halva skillnaden.

Exempel: Spelare A har 5 och spelare B har 12 vilket för en skillnad på 6. De får resultatet 12-12 men med modifieringen så blir det 9-15 i spelare Bs favör.

During the games you will use the composition to modify the result +/- half of the difference.

Du kan inte få mer än 24 eller mindre än 0 i ett slag.

Slag ger 0-24 pts

Huvud objektiv 0-8 pts (i ett slag är det 0-6)

Sekundärt 0-4 pts (i ett slag är det 0-6)

Victory points 0-12

Differans

<300 6-6

>300-600> 7-5

>600-900> 8-4

>900-1200> 9-3

>1200-1500> 10-2

>1500-1800> 11-1

>1800-2000 12-0

Kill Points - Differans

2 or less 6-6

3 7-5

4 8-4

5 9-3

6 10-2

7 11-1

7 or more 12-0

Om en spelare har 1997 pts i listan ger det motståndaren 3 pts från start.

Förtydliganden:

För att kunna hålla ett objektiv måste det finnas en del av en modell inom 3" från centrum av en markör. Det är bra om ni försöker ha samma storlek på alla objektiven.

För att hålla en zone måste majoriteten av en enhet vara i den zonen, om det är lika stor del i två olika så får du slumpa med en tärning.

Samma regel för zoner används i uppdraget med Size Ground.

Scoring, outscoring, contesting.

1. Du kan hålla fler än 1 objektiv med samma enhet.
2. Du kan även hålla flera objektiv + 1 zone om du uppfyller alla kraven.
3. Om du står med en enhet värd x poäng som är scoring på ett objektiv. Då behöver motståndaren bara ha enheter som totalt är värda mer än $x/2$.
4. Om det står två enheter scoring på ett objektiv där Spelar A vars scoring enhet är värd dubbelt så mycket eller mer än Spelare B:s enhet då kommer spelare A att outscora spelare B.
5. Scoring är värd x poäng, non-scoring är värd $x/2$.
6. När du räknar för att se om du håller, contestar eller outscorar något så följer du följande punkter.

Exempel 1: Spelar A är den enda som har scoring på detta objektivet och de är värda 100 poäng.

Spelare B behöver då ha enheter värda 50 poäng för att contesta, detta genom scoring eller non-scoring.

I denna beräkningen så kvittar det hur mycket non-scoring spelare A har på objektivet då de bara räknas till att contesta och inte för hålla något objektiv.

Spelare B kan också outscora genom att ha scoring enheter värda 200 poäng eller mer, detta förutsatt att inte spelare A har någon non-scoring på objektivet.

Exempel 2:

Spelare A har en combat-squad i en Godhammer med MM på ett objektiv värda 100 poäng scoring och $260/2=130$ poäng non-scoring.

Spelare B har 6 Fire Warriors på samma objektiv värda 60 poäng, detta resulterar i att ingen av spelarna håller objektivet.

Då Landraider bara räknas in om Spelare A försöker contesta Spelare B.

Spelare B har en Crisis enhet värd $110/2 = 55$ pts så kommer detta också resultera i att ingen spelare håller objektivet.

Spelare B har 2x12 Fire Warriors värda 240 pts så kommer detta också resultera i att ingen håller objektivet. Detta för att nu får spelare A även räkna med sin Landraider för att contesta spelare B.

Spelare B har lyckats klämma dit 4x12 Fire Warriors värda 480 pts då kommer spelare B outscora spelare A eftersom att mängden scoring överstiger dubbla mängden poäng spelare A har både Scoring och Non-Scoring hopräknat.

Förtydligande: Scoring räknas i alla avseenden, scoring, outscoring och contesting.
Non-Scoring räknas bara för contesting och för att förhindra outscoring.