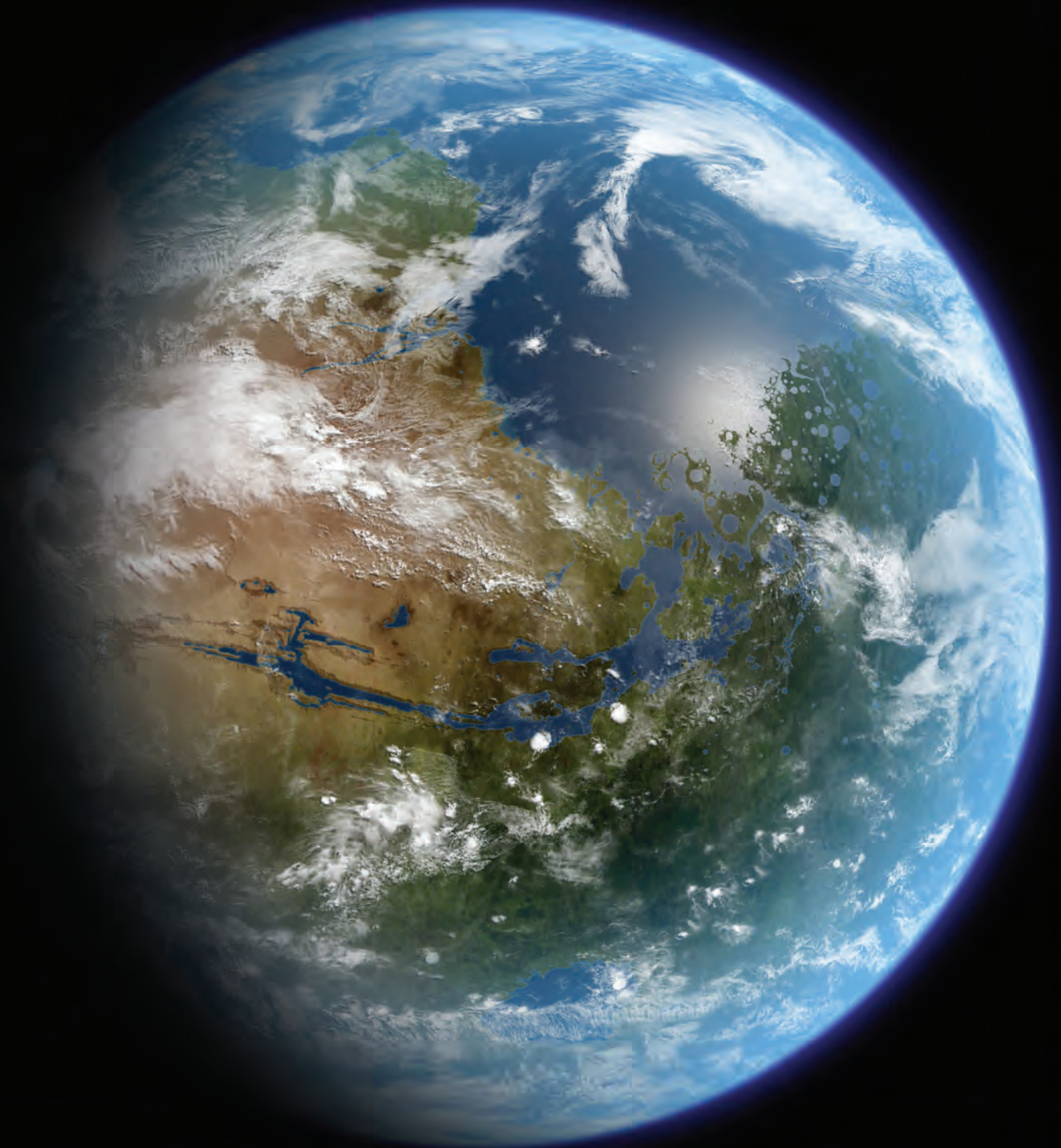


Battle of Atlantis I

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Missions and Rules



Best Painted Rules

BEST PAINTED ARMY

During the lunch on the 16th, we will have a Best Painted Army competition.

Anyone wanting to participate in the competition puts up their army for display, BEFORE going to lunch, at a designated location.

Everyone gets a voting card on which they write the number of the army they wish to vote for.

Voting will only be allowed during the lunch-break.

The result will NOT affect the tournament results. It is a separate competition.

BEST PAINTED MINIATURE

During the lunch on the 17th, we will have a Best Painted Miniature competition.

Anyone wanting to participate in the competition puts up their contribution for display, BEFORE going to lunch, at a designated location.

Everyone gets a voting card on which they write the number of the miniature they wish to vote for.

Voting will only be allowed during the lunch-break.

Only one miniature will be allowed to participate per contestant.

The miniature is not required to be part of the army the contestant is playing during the tournament, but it has to be from the 40K universe.

The result will NOT affect the tournament results. It is a separate competition.



Mission Rules

GAME LENGTH

Standard random game length (pg. 122), or time, whichever comes first.

SPECIAL RULES

Night Fighting (pg. 124), Reserves (pg. 124) applies to all missions.

SCORING UNITS

Scoring units are as stated in the rulebook (pg. 123) unless stated otherwise in the mission.

COMP

Maximum comp allowed according to the LBK comp-system, is 0.

<http://www.svenska40k.se/forum/viewtopic.php?f=71&t=8000>

WIPE

If a player is wiped, the opponent doesn't win automatically.

Instead he gets to play the remaining turns in order to try to collect as many points as possible.

When the game ends, calculate match result as usual.

DRAW

If a mission is drawn, the points are divided evenly.

OBJECTIVES

Any objectives follow the rules found in the rulebook (pg.121)



Mission I

Attack and Defend

Missions

Primary (14 pts) - Attack and Defend (see below)

Secondary (10 pts) – Modified Kill Points (see below)

Tertiary (6 pts) – One objective is placed in the center of the table and can only be captured by units taken from elite, fast attack and heavy. This includes vehicles from those slots except for dedicated transports. Anything which can claim the objective (previously noted), also counts as denial units (pg. 123), and are the ONLY denial units.

Attack and Defend

You are trying to get more scoring units into the enemy's deployment zone while preventing them from doing the same. At the end of the game you get points based on the conditions below. The player with the most points wins this mission.

2pts – If you have more scoring units in the enemy's deployment zone than the enemy has in their own deployment zone.

2pts – If you have more scoring units in your deployment zone than the enemy has in your deployment zone.

1pt – If you have an equal amount of scoring units in the enemy's deployment zone as the enemy has in their own deployment zone.

1pt – If you have an equal amount of scoring units in your deployment zone as the enemy has in your deployment zone.

Modified Kill Points

You need to score more kill points with your troop units. Kill points from other units do not count towards this, only those scored by troop units. Dedicated transports scoring kills does not count towards this. If you force a unit to flee off the board then it counts so long as it was a troop unit that caused the last morale check before the unit left the board. If you have an IC attached to a troop unit and the IC destroys a unit in close combat then it does not count, however shots from the IC in shooting do count while attached to a troop unit.

For each enemy unit destroyed you get 1 KP (kill point). ICs and dedicated transports are also worth a KP. Units that have fled off the board, or are fleeing at the end of the game, are worth KP. Also any units in ongoing reserves at the end of the game are also worth KP.

* All objectives are completely impassable. They cannot be moved upon by anything whatsoever, no exceptions.

Deployment

Dawn of War (pg. 119)



Mission III

Spec-Ops

Missions

Place an objective in the middle of the table, in case someone selects Against The Odds.

After deciding deployment zones, but before deploying, each player must choose three of the missions below. You must select one mission as your primary mission, one as secondary and the last as tertiary then write it down. Do not show it to your opponent until the end of the game.

- ⇒ Battlefield Control – Claim more table quarters than your opponent (see below).
- ⇒ Domination – Get more Kill Points than your opponent (see below).
- ⇒ Blitzkrieg – Have at least four units of any type in the enemy's deployment zone.
- ⇒ Against the Odds – Hold the center of the table with a scoring unit (see below).
- ⇒ Surgical Strike – Destroy all enemy troop and HQ units. Only units that take up a troop or HQ slot count, so dedicated transports do not count, neither do spawned units, Space Marine Command Squads, Chaos Lesser Daemons, etc.

Primary (14 pts) – Achieving your elected primary mission and preventing your opponent from achieving his.

Secondary (10 pts) – Achieving your elected secondary mission and preventing your opponent from achieving his.

Tertiary (6 pts) – Achieving your elected tertiary mission and preventing your opponent from achieving his.

Battlefield Control

To claim a table quarter you must more scoring units wholly in a quarter than the enemy.

Domination

For each enemy unit destroyed you get 1 KP (kill point). ICs and dedicated transports are also worth a KP. Units that have fled off the board, or are fleeing at the end of the game, are worth KP. Also any units in ongoing reserves at the end of the game are also worth KP.

Against the Odds

Place an objective in the center of the table. Use the standard objective rules (pg. 123), for claiming it. In addition, the objective is completely impassable. It cannot be moved upon by anything whatsoever, no exceptions.

* A single unit can only perform one mission. For example, if you take Battlefield Control and Against the Odds then a single unit can not claim a table quarter and the center, they have to choose which they are performing.

Deployment

Dawn of War (pg. 119)



Mission III

Safeguard

Missions

Primary (14 pts) – Shielded Objectives (see below)

Secondary (10 pts) – Have more scoring units wholly in the enemy's deployment zone than the enemy has in yours.

Tertiary (6 pts) – Kill Points (see below)

Shielded Objectives

Place four objectives (pg. 121), two in each player's deployment zone. Each player places his objectives in the opponent's deployment zone.

In addition, another objective will be placed in the center of the board, the shield controller.

The objectives that reside in each player's deployment zone begin shielded. While an objective is shielded it cannot be claimed. In order to turn off the shield for one of your objectives a unit of any type, except for vehicles, must be within 3" of the shield controller, center objective, and declare they are turning off the shield in the movement phase. You must declare which objective's shield you are lowering and you can only lower one shield per-turn. Enemy units within 3" of the shield controller have no impact on your ability to turn off the shield. Units cannot manipulate the shield controller inside a transport, they must disembark. Also, the unit cannot be engaged in close combat or fleeing.

Once this is done the shield around your objective is down and the objective can be claimed using standard objective rules (pg. 123).

NOTE: The shield controller does not count as an actual objective and is only used for manipulating the shields.

Kill Points

For each enemy unit destroyed you get 1 KP (kill point). ICs and dedicated transports are also worth a KP. Units that have fled off the board, or are fleeing at the end of the game, are worth KP. Also any units in ongoing reserves at the end of the game are also worth KP.

* All objectives are completely impassable. They cannot be moved upon by anything whatsoever, no exceptions.

Deployment

Dawn of War (pg. 119)



Mission IV

King of the Hill

Missions

Primary (14 pts) – Place one objective in the center of the table. Use the standard objective rules (pg. 123).

Secondary (10 pts) – King's Guard (see below)

Tertiary (6 pts) – Table Quarters (see below)

King's Guard

Nominate two of your units as the King's Guard. These units cannot be anything that uses an HQ slot (so Command Squads and the like are valid), an Independent Character, or a vehicle of any type. Additionally, the chosen unit must remain as a single unit. Meaning, you could not select Wolf Guard and then break them up into other squads. The player who destroys both of the enemy's King's Guard wins this mission.

Table Quarters

To claim a table quarter you must more scoring units wholly in a quarter than the enemy. A unit holding the center objective can choose to hold that objective or a table quarter they are in, not both.

* All objectives are completely impassable. They cannot be moved upon by anything whatsoever, no exceptions.

Deployment

Vanguard Strike (pg. 119)



Mission D

Battlefield Superiority

Missions

Primary (14 pts) - Table Quarters (see below)

Secondary (10 pts) – Kill Points (see below)

Tertiary (6 pts) – One objective is placed in the center of each table quarter not being deployed in. The player who holds more objectives, using standard objective rules (pg. 123), wins the tertiary.

Table Quarters

Have more scoring units wholly in a table quarter than the opponent to claim each quarter. At the end of the game you score points for each quarter you hold. The player with more points wins the primary mission.

Table quarter values are as follows:

Your Deployment Quarter – 1 pt

Opponent's Deployment Quarter – 3 pts

Other Two Quarters – 2 pts

Kill Points

For each enemy unit destroyed you get 1 KP (kill point). ICs and dedicated transports are also worth a KP. Units that have fled off the board, or are fleeing at the end of the game, are worth a KP. Also, any units in ongoing reserves at the end of the game are also worth KP.

* All objectives are completely impassable. They cannot be moved upon by anything whatsoever, no exceptions.

Deployment

Spearhead – The table is divided into quarters. Measure out 12" from the board center; that's the dead zone. The player who chooses deployment zones selects a table quarter and the other player deploys in the one diagonal from that. You deploy in your table quarter respecting the 12" dead zone which you cannot deploy in.

Your table half is the entire board length you deployed in up to 24" in, including the dead-zone, IE: same as Dawn of War.

Your table edge is the entire board length on the side you deployed on.



Q & A

Questions & Answers

Modified kill points:

Q: If a Troop and e.g. an Elite choice is in assault with an enemy unit, wins the assault and the enemy is killed in the sweeping advance, which unit gets the “kill”?

A: The unit that scores the highest result on the Initiative test gets the kill. If it's a tie, the controlling player decides which unit gets the KP.

Motivation: The unit that scores the highest Initiative is simply the fastest and most eager to bash the skulls of the enemy, and does so first.

Q: If two units fire at the same enemy unit in the same turn, and makes it fall back off the table, which unit gets the KP?

A: The unit that caused the most wounds gets the KP.

Exemples:

*Unit A (Elite) kills 2/10 models, and then Unit B (Troops) kills 1 model, triggering the LD-test. A gets the KP.

*A kills 3/10, B kills 4 models, B gets the KP.

*A kills 2/10, B kills 2 models, the controlling player decides which Unit that gets the KP.

Motivation: The unit that causes the most wounds is the unit that strikes most fear into the enemy.

