

BSK Team Tournament 2011

Calculating the result

Each game can give a total of 20 points. 8 of these are from Victory Points and 12 points from Missions.

Victory Points

0+	4-4
300+	5-3
600+	6-2
900+	7-1
1200+	8-0

Mission Points

Winning the Primary Mission	8-0
Drawin the Primary Mission	4-4
Winning the Secondary Mission	4-0
Drawing the Secondary Mission	2-2

Controlling objectives

The missions are won or lost by controlling more objectives than the enemy (see those mission's victory conditions), and **only scoring units** can do that. (See page 90 in the rules to see what units are scoring)

At the end of the game you control an objective if there is at least one of your scoring units, and no enemy unit (any unit, whether scoring or not), within 3" of its center or in case of quarter control there is no enemy unit (any unit, whether scoring or not) in the quarter.

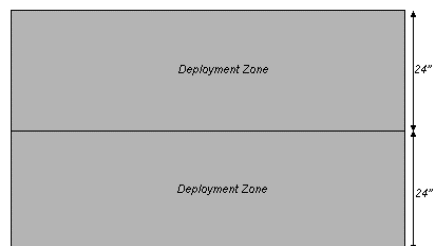
To control a quarter, more than 50% of the unit (or model) must be in the quarter you want to control. If the unit is exactly the same in the quarters, let fate decide.

A unit **can** control more than one objective at the same time.

Placing objectives. Objectives may only be placed on ground levels in buildings and ruins. They may not be placed in impassable terrain.

Random Game Length: At the end of game turn 5, a player must roll a dice. On a 1-2 the game ends immediately, on a 3+ game turn 6 is played. If this is the case, a player will roll another dice at the end of game turn 6, and this time on a 4+ the game continues and game turn 7 is played. At the end of game turn 7, the game ends automatically.

Mission One – Dawn of War



Rules: Reserves, Deep Strike, Seize the Initiative, Random Game Length, First Turn Night Fight

Primary mission: 2 Objectives, see point 2 below.

Secondary mission: Each time you get a Kill Point, place a marker by the unit that got the KP for you. When a unit with a marker later is eliminated, the unit that kills them gets their marker, as well as the marker they usually would get for killing the unit.

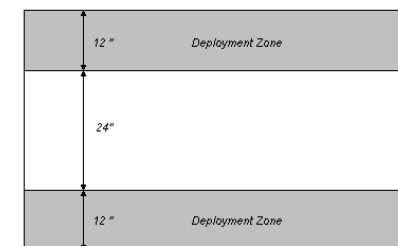
The player with the most markers at the end wins the secondary mission.

- If a unit flees of the table, their markers are lost
- If you kill your own unit, all markers are lost
- If a unit is killed in close combat with multiple opponents, randomize which unit gets the marker.

Deployment

1. The table is divided lengthways into two halves.
2. **An objective is placed in each deployment zone, roll-of to decide who starts placing objectives. Objectives may not be within 18" of each other or within 12" from a table edge.**
3. The players roll-off, and the winner chooses to go first or second.
4. The player that goes first then chooses one of the long table edges to be his own table edge.
5. He then can deploy **up to two units** from his Troops selections and **up to one unit** from his HQ selections in his half of the table (this is his 'deployment zone').
6. His opponent then does the same in the opposite half, but must position his three units more than 18" from enemy units.
7. Troops and HQ units that can infiltrate, can do so, as long as at the end of deployment the player still has a maximum of one HQ and two Troops units on the table.
8. Lastly, players make any scout moves.
9. Once deployment has finished, the player that chose his deployment zone first starts game Turn 1 with his first player turn.
10. All units that were not deployed, and were not declared to be in reserve during deployment, must enter the game in the Movement phase of their first player turn by moving in from their own table edge, just like units moving in from reserve.
11. During game Turn 1 the Night Fighting mission special rule is in effect.

Mission Two – Pitched Battle



Rules: Reserves, Deep Strike, Seize the Initiative, Random Game Length

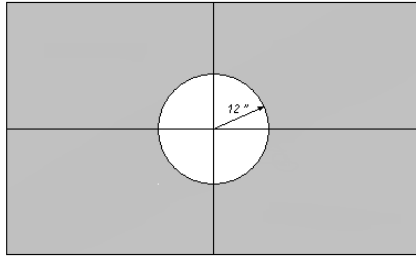
Primary mission: Kill Points

Secondary mission: Control Quarters

Deployment

1. The table is divided lengthways into two halves, by drawing an imaginary line through the middle of the short table edges.
2. The players roll-off, and the winner chooses to go first or second.
3. The player that goes first then chooses one of the long table edges to be his own table edge. He then deploys his force in his half of the table, with all models more than 12" away from the table's middle line (this is his 'deployment zone').
4. His opponent then deploys in the opposite half.
5. Deploy any infiltrators and make any scout moves.
6. Once deployment has finished, the player that chose his deployment zone first starts game Turn 1 with his first player turn.

Mission Three - Spearhead



Rules: Reserves, Deep Strike, Seize the Initiative, Random Game Length

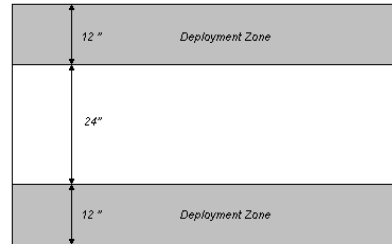
Primary mission: Control Quarters

Secondary mission: 4 objectives. The objectives are placed in the middle of each border line between the quarters.

Deployment

1. The table is divided into four quarters, formed by drawing two imaginary perpendicular lines through the centre point.
2. The players roll-off, and the winner chooses to go first or second.
3. The player that goes first then chooses one of the long table edges to be his own table edge.
4. Place objectives
5. He then deploys his force in one of the two table quarters on his side the table, more than 12" away from the centre of the table (this is his 'deployment zone').
6. His opponent then deploys in the diagonally opposite quarter.
7. Deploy any infiltrators and make any scout moves.
8. Once deployment has finished, the player that chose his deployment zone first starts game Turn 1 with his first player turn.

Mission Four - Pitched Battle



Rules: Reserves, Deep Strike, Seize the Initiative, Random Game Length

Primary mission: The player with the most scoring units within 12" of the center of the table wins the primary mission. Non-scoring units within this area are ignored.

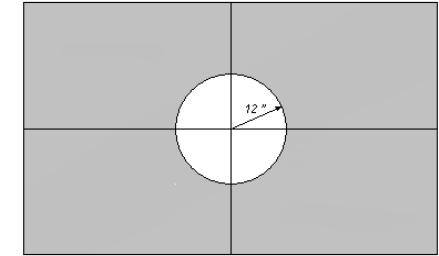
Just a part of the unit or model has to be within 12" of the center.

Secondary mission: Kill Points

Deployment

1. The table is divided lengthways into two halves, by drawing an imaginary line through the middle of the short table edges.
2. The players roll-off, and the winner chooses to go first or second.
3. The player that goes first then chooses one of the long table edges to be his own table edge. He then deploys his force in his half of the table, with all models more than 12" away from the table's middle line (this is his 'deployment zone').
4. His opponent then deploys in the opposite half.
5. Deploy any infiltrators and make any scout moves.
6. Once deployment has finished, the player that chose his deployment zone first starts game Turn 1 with his first player turn.

Mission Five - Spearhead



Rules: Reserves, Deep Strike, Seize the Initiative, Random Game Length

Primary mission: 2 Objectives. See points 1 and 7 below.

Secondary mission: The secondary mission is to destroy your opponent's most expensive HQ unit (If two HQ units cost the same, determine randomly which one is the target.). Remember that units that are fleeing, have fled the table or are still in reserve when the game ends count as destroyed.

Deployment

1. **Roll-of to decide who starts placing objectives. One objective is placed in each quarter. Objectives may not be within 12" of each other or within 6" from a table edge. 4 objectives, one in each quarters is placed at this point.**
2. The table is divided into four quarters, formed by drawing two imaginary perpendicular lines through the centre point.
3. The players roll-off, and the winner chooses to go first or second.
4. The player that goes first then chooses one of the long table edges to be his own table edge.
5. He then deploys his force in one of the two table quarters on his side the table, more than 12" away from the centre of the table (this is his 'deployment zone').
6. His opponent then deploys in the diagonally opposite quarter.
7. **Remove the objectives in the quarters where players have deployed their units.. There will in other words only be 2 objectives on the table.**
8. Deploy any infiltrators and make any scout moves.
9. Once deployment has finished, the player that chose his deployment zone first starts game Turn 1 with his first player turn.