
Each mission in this tournament has a primary, a secondary and a bonus mission. The primary mission starts at 5 battlepoints each, secondary at 3 each and the bonus mission at 2 each. The missions have different ways to get more battlepoints as indicated in the description of each mission. If you get more points the opponent will get an equal reduction in points and thus you both share a pot of 20 battlepoints for each mission, 10 from primary, 6 for secondary and 4 for the bonus mission.

Objectives

Objectives are placed as indicated in the missions, and each player in the tournament has to bring 3 objective markers on round bases that are between 20 mm and 40 mm. You hold an objective as described in the WH40K rulebook. You measure the range to the objective from the edges of the objective marker. In two of the bonus missions you need to be in contact with an objective marker and that means the models base must be on or in contact with the objective marker.

Table Quarters

To control a table quarter you have to have more killpoints in that tablequarter than the opponent. Units can only hold one tablequarter, the one where the majority of models are placed.

Victory Points

Every unit destroyed, falling back or having left the table gives you full victorypoints. Units that has lost half its models, single models that has lost half their wounds and vehicles that have suffered an immobilized or weapon destroyed result gives you half victorypoints.

Special Kill Points

In mission 4 you choose 5 of the opponents units before deployment that gives Special Killpoints. In case they split up into combat squads you can choose which one of the combat squads that gives the kill point.

The Engineer

In mission 2 and 3 you will use an additional model named the Engineer. Stats are as follows:

WS	BS	S	T	W	I	A	LD
3	3	3	3	2	3	1	7

- The Engineer is an independent infantry character
- He cannot leave a unit unless he also can join another unit in the same turn, if he is the only survivor left in a unit he will move as fast as possible towards the closest friendly unit he can join
- When allocating wounds, you cannot allocate wounds to the Engineer before every other model in the squad has a wound allocated to them
- The Engineer has to start the game with a unit. If placed in reserves he must join another unit also in reserve but cannot deep strike or outflank

- The Engineer counts as the same unit type as the unit he has joined and can move as they move
- The engineer has a 4+ invulnerable save
- The Engineer doesn't take up a space in a transport he has boarded but cannot be left alone inside a transport
- If the Engineer dies place an objective marker at his position. That objective marker is worth 100 VP to the player that controls it

Mission 1: Send for help!

“Commander, Sundsvallgeddon has been invaded by a superior force that has taken the planetary defenses by surprise. We need reinforcements and we need them now! All communication arrays have been disabled except one that is located on the South Mountain. Get there as soon as possible and send out a call for help. If you can, also secure the perimeter so we can keep an open channel with the outside world.”

Setup: Pitched battle

Primary: Table quarters

- One TQ more than your opponent: +1/-1
- Two more TQ's than your opponent: +3/-3
- Three more TQ's than your opponent: +5/-5

Secondary: Kill points

- One more KP than your opponent: +1/-1
- Three more KP's than your opponent: +2/-2
- Five more KP's than your opponent: +3/-3

Bonus: Send for help!

Place an objective marker in the middle of the table. Each turn one of your non-vehicle models end their turn in contact with the objective marker you score a point.

- One more point than your opponent: +1/-1
- Two more points than your opponent: +2/-2

Mission 2: Gather intelligence

“Commander, our defensive lasers has shot down an enemy command vehicle that crashed on an outlying island, Alnoen. We need the data from that vehicle to decide what the best defense against the invaders is and how we can strike back at them in the best possible way. Take an engineer with you that can extract the data. We also want to study the technology and weapons of this command vehicle so if you can secure the remains of the wreckage you will greatly aid our cause.”

Setup: Spearhead

Primary: Objectives

Place one objective in the middle of the table worth two objective points and one in the middle of each neutral tablequarter worth one objective point each

- One more objective point than your opponent: +1/-1
- Two more objective points than your opponent: +3/-3
- Three more objective points than your opponent: +5/-5

Secondary: Victory points

- 250 VP more than your opponent: +1/-1

500 VP more than your opponent: +2/-2
1000 VP more than your opponent: +3/-3

Bonus: Gather intelligence

You were the first to both start and end the same turn with the engineer in contact with an objective: +1/-1
Your engineer is alive: +1/-1

Mission 3: Escort

“Commander, the engineer has the valuable data and we need to get him to our headquarter ASAP. It’s your job to get him there in one piece! Eliminate all opposing forces you encounter, deliver the engineer and preferably keep the area clear of enemies, we need that route unobstructed.”

Setup: Dawn of War

Primary: Victory Points

100 VP more than your opponent: +1/-1
250 VP more than your opponent: +2/-2
500 VP more than your opponent: +3/-3
750 VP more than your opponent: +4/-4
1000 VP more than your opponent: +5/-5

Secondary: Table Quarters

One more TQ than your opponent: +1/-1
Two more TQ’s than your opponent: +2/-2
Three more TQ’s than your opponent: +3/-3

Bonus: Run, you fools!

If your engineer starts his turn outside a vehicle and within 6” of the opposing table-edge he can exit the table. If your engineer exited the table this way: +1/-1
If your engineer exited the table before the opponent: +1/-1

Mission 4: Assassination

“Commander, the data acquired has proven to be very helpful. We now know where the general of the invading forces has his headquarter, in the industrial complex of Qubal. Mount an attack and behead that snake. In addition, we have identified some key units and munitions depots that also need to be destroyed. Swiftiness is the key, get in and out before the opponent mounts a counterattack.”

Setup: Spearhead

Primary: Special Killpoints

Before deployment, choose 5 of your opponents units. They each give a Special Killpoint.
Each Special Killpoint you take: +1/-1

Secondary: Objectives

Place two objectives in your opponents deployment zone at least 12" from each other. They each are worth two objective points for you and one point for him.

One more objective point than your opponent: +1/-1

Two more objective points than your opponent: +2/-2

Three more objective points than your opponent: +3/-3

Bonus: Assassination

Kill the opponents most expensive HQ: +1/-1

Wound the opponents most expensive HQ before he wounds yours: +1/-1

Mission 5: Final Stand

"Commander, we have dealt a serious blow to the invading forces and the reinforcements are almost here. We only need to hold back the final assault to trap the invader between the anvil that is us and the hammer of the reinforcements. Destroy what you can, take back the ground we once occupied and keep the pressure up. Then we will liberate the proud planet of Sundsvallgeddon from the foul invaders. Good luck Commander!"

Setup: Pitched battle

Primary: Victory points

100 VP more than your opponent: +1/-1

250 VP more than your opponent: +2/-2

500 VP more than your opponent: +3/-3

750 VP more than your opponent: +4/-4

1000 VP more than your opponent: +5/-5

Secondary: Table quarters

One more TQ than your opponent: +1/-1

Two more TQ's than your opponent: +2/-2

Three more TQ's than your opponent: +3/-3

Bonus: Keep the pressure up, boys!

Each of your turns you take at least one killpoint you get a point

One more point than your opponent: +1/-1

Two or more points more than your opponent: +2/-2