

LBK Tour 2010 - Stage 1  
**WARHAMMER 40k**

LBK - Little Brother Kevin

100220

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## + + + Missions LBK Tour 2010 + + +

All missions have the following extra rules:

Controlling: One unit can only control one objective/quarter.

Outscoring: To claim an objective/quarter, you need to have a troop unit (or troop units) and other unit/units with at least 3 times the pointvalue as your opponent unit (or units) within 3" of an objective or within a quarter/zone at the end of the game. Count actual point values on models (halfdead halfpoints).

Objectives: Objectives shall be placed on ground level, they may not be placed in impassable terrain. When measuring distances to objectives, always measure from the middle of the objectives. Objectives should be round 25mm or round 40mm bases.

Tournament Points per battle

Victory Points Diff. (winner gets the higher TP)

VP	TP	VP	TP
0 - 75	50 - 50	1875 - 1950	75 - 25
75.5 - 150	51 - 49	1950.5 - 2025	76 - 24
150.5 - 225	52 - 48	2025.5 - 2100	77 - 23
225.5 - 300	53 - 47	2100.5 - 2175	78 - 22
300.5 - 375	54 - 46	2175.5 - 2250	79 - 21
375.5 - 450	55 - 45	2250.5 - 2325	80 - 20
450.5 - 525	56 - 44	2325.5 - 2400	81 - 19
525.5 - 600	57 - 43	2400.5 - 2475	82 - 18
600.5 - 675	58 - 42	2475.5 - 2550	83 - 17
675.5 - 750	59 - 41	2550.5 - 2625	84 - 16
750.5 - 825	60 - 40	2625.5 - 2700	85 - 15
825.5 - 900	61 - 39	2700.5 - 2775	86 - 14
900.5 - 975	62 - 38	2775.5 - 2850	87 - 13
975.5 - 1050	63 - 37	2850.5 - 2925	88 - 12
1050.5 - 1125	64 - 36	2925.5 - 3000	89 - 11
1125.5 - 1200	65 - 35	3000.5 - 3075	90 - 10
1200.5 - 1275	66 - 34	3075.5 - 3150	91 - 9
1275.5 - 1350	67 - 33	3150.5 - 3225	92 - 8
1350.5 - 1425	68 - 32	3225.5 - 3300	93 - 7
1425.5 - 1500	69 - 31	3300.5 - 3375	94 - 6
1500.5 - 1575	70 - 30	3375.5 - 3450	95 - 5
1575.5 - 1650	71 - 29	3450.5 - 3525	96 - 4
1650.5 - 1725	72 - 28	3525.5 - 3600	97 - 3
1725.5 - 1800	73 - 27	3600.5 - 3675	98 - 2
1800.5 - 1875	74 - 26	3675.5 - 3750	99 - 1
		3750.5 - 3800	100 - 0

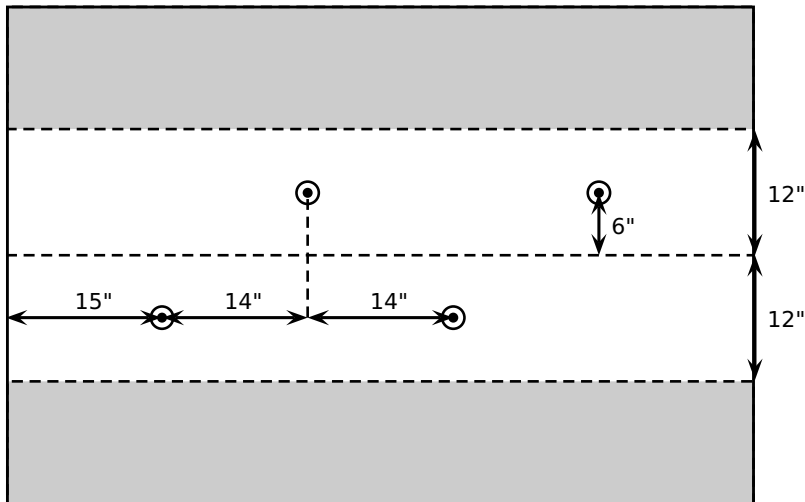
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## Mission 1 - Capture & Control

Setup: Pitched Battle

1. Roll off, the player with the highest score decides if he wants to go first or second.
2. The player that goes first (Player A) decides which deployment zone he wants and sets up his army.
3. Player B sets up his army.
4. Roll off who will start to deploy infiltrators and make any scout moves.
5. Player B rolls for Seize the Initiative if he wants to.
6. Turn 1 starts. The battle is played with random game length.

The board has 4 objectives, the two on the sides are placed 15" from the table's short edges and 6" from the midline. The ones in the middle are placed a further 14" (15"+14") away from the short edges and also 6" from the midline of the table. The objectives in the middle are worth 600VP each and the ones on the sides are worth 400VP each to the player which controls them at the end of the game.



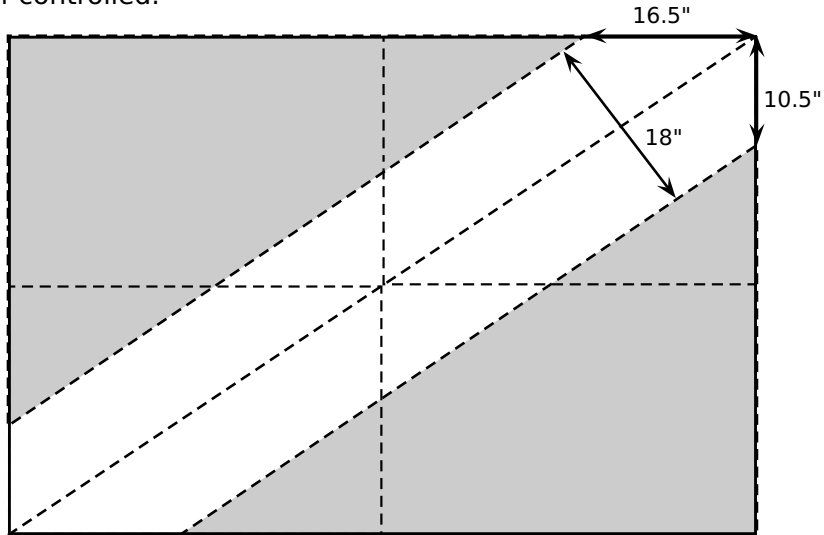
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## Mission 2 - Secure & Hold

Setup:

1. Roll off, the player with the highest score decides if he wants to go first or second.
2. The player that goes first (Player A) decides which deployment zone (corner and long table edge) he wants and sets up his army.
3. Player B sets up his army in the opposite corner.
4. Roll off who will start to deploy infiltrators and make any scout moves.
5. Player B rolls for Seize the Initiative if he wants to.
6. Turn 1 starts. The battle is played with random game length.

The board is divided into 2 deployment zones, stretching from one corner to the opposite. The deployment zones have an 18" gap between them. The objective is to hold as many quarters as possible, your quarter-corner is worth 300VP, your opponent quarter-corner is worth 700VP and the two neutral quarters-corners are worth 500VP each if controlled.



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## **Mission 3 - DefCon-quarters**

Setup: Spearhead (BRB p.93)

1. Roll off, the player with the highest score decides if he wants to go first or second.