

# Lincon 2013 Tournament Pack

## Missions

All missions include the three secondary objectives;  
First Blood, Slay the warlord and Linebreaker, all worth 1VP each.  
All missions has Night Fighting and Reserve-rules

In case of Wipe you continue to play the game as normal.

1. 2 Placed objectives per player and 1 fixed objective in the middle of the table, all worth 2VP each. Dawn of War.



2. 1 placed objective per player and 1 fixed in the centre of each neutral quarter, all worth 2 VP each. 5<sup>th</sup> ed Quarters deployment.

3. 1 placed objective per player worth 2 VP each and Killpoints. Vanguard Strike.

4. 2 Deepstrike Objectives per player worth 2VP each. Dawn of War.



5. 3 Fixed objectives on the middle line, evenly spread (one in the centre of the table, then the other objectives 22" from the centre). The objective in the middle is worth 4VP, other two are worth 2VP each. Vanguard Strike.

6. 2 Placed objectives per player. The objectives you place are worth 3VP each to you and 1 VP each to your opponent. Hammer and Anvil.

## Clarifications

**Killpoints:** Each unit, vehicle and Independent character destroyed or falling back at the end of the game is worth 1VP

**No Objective or Terrain is mysterious.**

### Placed Objectives;

Starting with the player who choose deployment zone both players place their first objective in the enemy deployment zone, and in case of two objectives each; place the second in the enemy table half. 6" from any table edge and 12" from any other objective.

### Deepstrike Objectives;

Each player has the 2 Objectives in Delayed Reserves. This works exactly the same as Reserves with the change that the player starts rolling for Delayed reserves at the start of his/her turn 3, and they arrive automatically on turn 4. No wargear, warlord trait, Psychic power or whatever can affect the Delayed reserve or deep strike.

Deepstriking the objectives work the same as Deepstriking units, with the following changes; you are not allowed to put the aiming point on impassable terrain or any one unit. Measure to the centre of the objective to see where it lands. If an objective scatters over the table edge or lands on one of the owning players units the opponent is allowed to replace the deepstrike objective and then roll for scatter again (this will continue until placed). If it lands on impassable terrain or an enemy unit shorten the distance moved and place it where possible, even in base contact with a unit if needed.

## Schedule

### Thursday 9/5

Start 11:00

Match 1 11:30-14:30

Match 2 15:30-18:30

Match 3 19:00-22:00

### Friday 10/5

Match 4 10:00-13:00

Match 5 14:00-17:00

Match 6 17:30-20:30

Ceremony 21:00

## Komp

Your Komp gives you starting points in the tournament before the first game; zero Komp=6 points, 1Komp=4points, 2=2 and 3=0 and will be used for swiss in the first game.

## Painting

Models must be TT-standard and based, TO will remove models not fulfilling this requirement.

## Calculating the Match result

1. Calculate the difference in Victory points according to the mission and apply the result in the table below;

VP Difference	Match Points
0	6-6
1-2	7-5
3-4	8-4
5-6	9-3
7-8	10-2
9-10	11-1
11+	12-0

2. Adjust the match points with the difference in Komp between the armies, deducting the difference from the one with higher komp, and adding the difference to the player with lower Komp.

3. Report the Match result and Sportmanship

## Start of Game

1. Discuss the terrain
2. Roll-off to see who gets to choose deployment zone
3. Place Fortifications
4. Place Objectives
5. Roll for Warlord Traits
6. Roll for Psychic Powers
7. Roll for Night Fight
8. Roll-off to see who gets to choose whether to deploy first or second
9. Roll for Seize the initiative
10. Start the game