

DefCon 2014 Tournament Pack

Missions

All missions include the two secondary objectives;

Slay the warlord and Linebreaker, worth 1VP each.

First Blood is only used as Tie-breaker (if tie after comp).

All missions have Night Fight and Reserve-rules. In case of Wipe you continue to play the game as normal.

1. **3 Placed objectives** per player and **1 objective** in the middle of the table, all worth 2VP each. Dawn of War.
2. **2 placed objectives** per player (The objectives you place are worth 3VP to you and 1VP to your opponent) and **1 timed objective** in the middle of the table. Vanguard strike.
3. **2 Deepstrike objectives** per player worth 2VP each and **Killpoints** (max VP difference is 8). Dawn of War.
4. **3 Timed objectives** on the middle line evenly spread (one in the centre of the table, then the other objectives 22" from the centre). Vanguard strike.
5. **1 Deepstrike Objective** per player worth 3VP each and **Killpoints**. Dawn of War.
6. **3 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 more place the rest in the enemy table half. 6" from any table edge and 12" from any other objective.

Deepstrike Objectives;

Each player has the Objective/s in Reserves. No wargear, warlord trait, Psychic power or whatever can affect the reserve or deep strike.

Deepstriking the objectives work the same as Deepstriking units, with the following exceptions; 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.

Timed objectives;

In the end of each player turn, starting on the 3rd game turn, each timed objective is worth 1VP which will be collected by a scoring unit holding the objective (and no one denying it) and accumulated to a total throughout the game. Keep a separate counter on the score at the table side.

Komp

Max komp is 4, which is used to modify the match result, see below.

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 Result
0	6-6
1-2	7-5
3-4	8-4
5-7	9-3
8-10	10-2
11-13	11-1
14+	12-0

2. Adjust with your Komp-difference.

3. Report the Match result.

After your last game, make sure to report Sportmanship points.

Start of Game

1. Discuss the terrain
2. Roll-off to see who gets to choose deployment zone
3. Place Fortifications (Not in/on any terrain piece)
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

Schedule

Saturday 4/1	Sunday 5/1
10:45 Start	10:00 Game 4
11:00 Game 1	13:00 Break
14:00 Break	14:00 Game 5
15:00 Game 2	17:00 Break
18:00 Break	17:15 Game 6
18:15 Game 3	20:30 Ceremony