

GARAGEGAMES I

Datum: 140412

Anmälningssavgift: 150kr

Poäng: 1999

Allies: Ja

Fortifications: Ja

Forgeworld: ja

Supplements: Ja

Expansioner: Inte Escalation, Dock gäller Stronghold Assault (dock är D-vapen förbjudet)

Komp: Fluffkomp –

Man kan utöver de Vp man tjänar in under 3 matcher få upp till 46 extra vp - om du råkar skicka in extra fluff så är det inte helt fel.

23 för målning

23 för "fluffig och rolig lista".

Man kan också bestraffas med upp till -43vp

-23 för målning (du kommer med en svartsprayad armé)

-23 för att du ostar loss.

De extra poängen man tjänar/tappar hålls hemliga fram tills alla matcher är spelade.

Då först spelresultatet presenteras och sedan tilläggs-poängen.

Mest p efter match och tilläggs-poäng vinner!

Det är helt upp till arrangör och dennes medhjälpare att bedöma Vp för fluffighet och målning.

Antal deltagare: 20

Målningskrav: Ja

Proxy: INGEN PROXY dvs. min Baneblade är en Landraider. Dock är "Min terminator som inte har någon hjälm på sig är sergeant i termosgruppen" en helt Godkänd "proxning" – Var tydlig med varandra innan matchen bara.

Antal matcher: 3.

Mest poäng efter 3 matcher vinner.

Schema:

Lördag

09:45 Samling

10:00 Match 1

13:00 Lunch

14:00 Match 2

17:00 Rast

17:15 Match 3

20:15 Prisutdelning

Mission pack.

<u>Victory Points:</u>	<u>Order before game:</u>
Every game generates a total of 20 points, depending on Victory Points (VP) in every match. 0-1 in VP difference 10-10 2-3 VP 11-9 4-5 VP 12-8 6-7 VP 13-7 8-9 VP 14-6 10-11 VP 15-5 12-13 VP 16-4 14-15 VP 17-3 16-17 VP 18-2 18-19 VP 19-1 20+ Vp20-0	1. Roll-off: Winner place first objective. Players take turns placing all the objectives. 2. Roll-off: Winner chooses deployment zone 3. Roll-off: Winner place fortifications first. 4. Warlord Traits 5. Psychic Powers 6. Night Fight 7. Roll-off: Winner chooses whether to deploy first or second. 8. Deploy infiltrators 9. Make Scout Move 10. Seize the initiative 11. CARNAGE!!!!

All missions include the three secondary objectives;

First Blood, **Slay the warlord** and **Line breaker**, all worth 1VP each.

All missions has **Night Fighting** and **Reserve-rules**.

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

Clarifications

Kill points: Each unit, vehicle and Independent character destroyed or falling back at the end of the game is worth 1VP if noting else is said in the mission text.

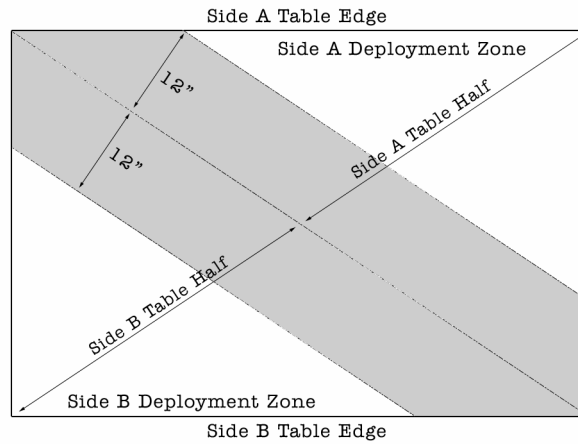
Placed Objectives; Starting with the player who won the the roll off both players place their objective in their enemy deployment zone, 6" from any table edge and 12" from any other objective.

Deepstrike Objectives; Each player has the 2 Objectives in Reserve. Roll as normal for reserves to arrive. No wargear, warlord trait, Psychic power or whatever can affect this.

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.

Mysterious Terrain & Mysterious Objectives gäller under hela turneringen!

Mission 1



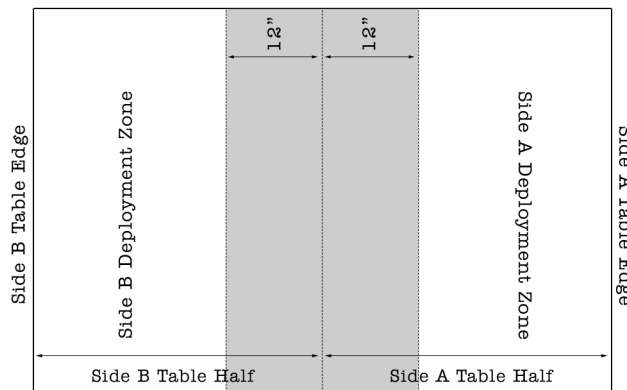
Deployment: Vanguard strike

The Relic and 2 Objectives. The relic is worth 9VP.

2 Objectives 4VP each, place at least 18" from The Relic.

The relic follows the rules on page 131 (The Relic)

Mission 2

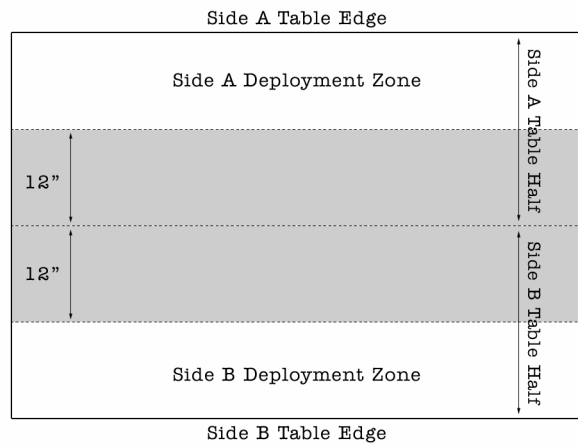


Deployment: Hammer and anvil

1 placed objective per player worth 4VP each and Killpoints.

Troops don't generate any Killpoints in this mission!

Mission 3



Deployment: Dawn of war.

2 Deepstrike objectives per player worth 3VP each and 1 fixed objective in the middle of the table worth 8VP.

Slay the Warlord is 1D3 Vp