

Speleriet Tournament Missions

All missions are played from the Eternal War missions from the rulebook, except that there is fixed terrain, deployment zones and fixed number of objectives.

In the end of every game calculate the difference in VP,

0 = 10-10

1 = 9-11

2 = 8-12

3 = 7-13

4 = 6-14

5 = 5-15

6 = 4-16

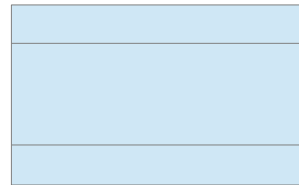
7 = 3-17

8 = 2-18

9 = 1-19

10+ = 0-20

If the opponent is wiped out continue the game and count the difference in points as above.



Mission 1. Crusade

Deployment: Dawn of War

5 Objective Markers, one in the middle and four placed by the players, the winner of a roll-off may decide who will place the first objective, objectives may not be placed within 12" of each other or 6" from any table edge.

Roll-off again, the winner decides which deployment zone he prefers,

Roll-off again the winner decides who will deploy first.

The player who deploys first may just before the roll for seizing the initiative decide who will have the first turn.

Primary objective: Each objective marker is worth 2 VP

Tertiary objectives: First blood 1VP, Slay the warlord 1VP, Linebreaker 1VP

Mission 2. Away filthy aliens

Deployment: Vanguard Strike

Roll-off the winner decides which deployment zone he prefers,

Roll-off again the winner decides who will deploy first.

The player who deploys first may just before the roll for seizing the initiative decide who will have the first turn.



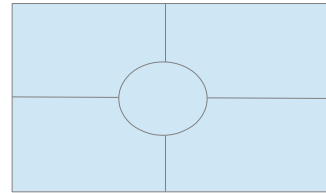
Primary objective: Kill Points, every destroyed unit generates a KP, dedicated transports and battle squads counts as separate units. Count the difference in KP.

0 KP = 4-4 VP

1-2 KP = 6-2 VP

3+ KP = 8-0 VP

Tertiary objectives: First blood 1VP, Slay the warlord 1VP, Linebreaker 3VP



Mission 3. Bring down the big guns

Deployment: Old Fashioned Quarters

4 Objective Markers, one in the middle of every quarter.

Roll-off, the winner decides which deployment zone he prefers,

Roll-off again the winner decides who will deploy first.

The player who deploys first may just before the roll for seizing the initiative decide who will have the first turn.

Primary objective: The neutral objectives are worth 3 VP, the others 2 VP

Secondary objective: One VP for every fully destroyed Heavy Support unit in the opponents army

Tertiary objectives: First blood 1VP, Slay the warlord 1VP, Linebreaker 1VP

Mission 4. Emperors sort of Will

Deployment: Dawn of War

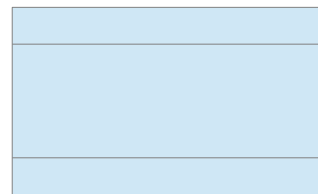
2 Objective Markers,

roll-off winner decides who places the objective first, the objective must be placed in your own deployment zone.

Roll-off, the winner decides which deployment zone he prefers,

Roll-off again the winner decides who will deploy first.

The player who deploys first may just before the roll for seizing the initiative decide who will have the first turn.



Primary objective: The objective in your own deployment zone is worth 2 VP for you but 6 for your opponent.

Secondary objectives: One VP for every fully destroyed Fast Attack unit in the opponents army.

Tertiary objectives: First blood 1VP, Slay the warlord 2VP, Linebreaker 1VP

Mission 5. The Scouring

Deployment: Vanguard Strike

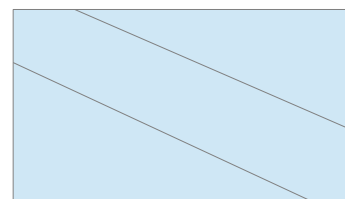
6 Objective Markers, each the objective are worth different points
1x4VP, 2x2VP, 2x3 VP and 1x1 VP, these are secret until the seize for initiative roll. (tip! roll drices for them instead of writing small notes)

Roll-off, winner decides who places the first objective,

Roll-off, the winner decides which deployment zone he prefers,

Roll-off again, the winner decides who will deploy first.

The player who deploys first may just before the roll for seizing the initiative decide who will have the first turn.



Primary objective: Hold the objectives in the end of the game,

Tertiary objectives: First blood 1VP, Slay the warlord 1VP, Linebreaker 1VP