

Missions DefCon 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.

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

Max points one player can get from objectives is 1200 VP.

Pitched

The game is played as a normal Pitched mission, with the following additional rules:

Timed objectives:

The board has 4 objectives, placed 12" from the long table edges, and 18" from the short edges of the board.

After each players assault phase, check how many objectives the player whos turn it currently is controls.

For each controlled objective, the player gets 100VP.

Example:

VP's are awarded at the end of the respective players assault phase. I.e. Player 1 controls 3 objectives at the end of his assault phase, so he gets 300VP. At the end of Player 2's assault phase, he has taken one of player 1's objectives, and already controlled one objective, so he's awarded 200VP.

Dawn of War

The game is played as a normal Dawn of War mission, with the following additional rules:

Drop the flag:

Each player has to place one flag on the table. at the end of the game players get VP according to which turn they placed the flag.

turn 1 : flag cannot be placed

turn 2: 600 VP

turn 3: 450 VP

turn 4: 300 VP

turn 5: 150 VP

turn 6+: flag cannot be placed.

If your flag is placed in your opponents half of the table, you get 300 VP when placing the flag. If the unit placing the flag is the unit controlling the flag at the end of the game, you get a further 300 VP.

Flags can be placed anywhere on the table, on ground level, more than 12" away from table edges, and more than 12" away from other flags. Only troops not in Close combat can place the flag, in the end of one of their assault phases(except the first). Troops inside vehicles cannot place flags. Flags are placed within 3" of a model in the placing unit.

DefCon-corners

The board is divided into 2 deployment zones, stretching from one corner to the opposite. The deployment zones have an 18" gap between them. Along the dividing line, 3 objectives are placed, one in the middle of the board, and one 24" from the corners.

For each objective controlled at the end of the game, the controlling player gets 600VP.

DefCon-quarters

Game is played as a normal Spearhead mission, with the following additional rules:

After deciding deployment zones, but before deploying your forces, the players alternate placing objectives, starting with the player that goes first. These objectives may not be placed within 6" of an edge of a quarter, including table-edges. Each player places one objective in his/hers quarter, and one in a neutral quarter. No quarter can have more than one objective. For each objective controlled at the end of the game, each player get 500VP

Pitched 2

Each player places 2 objectives in the opponents deployment zone, not within 6" of the long table edge, and not within 12" of the short table edges. Each player get 400VP for each objective in their own deployment zone they control, and 650VP for controlling one objective in the opponents deployment zone.

Tournament Points per battle

Victory points Diff. (winner gets the higher TP)

0 - 175 10 - 10
175,5 - 350 11 - 9
350,5 - 525 12 - 8
525,5 - 700 13 - 7
700,5 - 875 14 - 6
875,5 - 1050 15 - 5
1050,5 - 1225 16 - 4
1225,5 - 1400 17 - 3
1400,5 - 1575 18 - 2
1575,5 - 1750 19 - 1
1750,5+ 20 - 0