

Missions Ulricehamn Open 2014

Game points scored by each player for his team are cumulated from Mission scoring and Victory points scoring (VPs). An exception is that a tabling player gets 20 game points, a tabled player get 0 game points.

4.1.2.1 Missions (up to 17 Game points)

Each player count their mission points, subtract the opponent's mission points and consult the table bellow:

Difference +0 / -0	Battle points 10 / 10
Difference 1 or 2 / -1 or -2	Battle points 11 / 9
Difference 3 or 4 / -3 or -4	Battle points 12 / 8
Difference 5 or 6 / -5 or -6	Battle points 13 / 7
Difference 7 or 8 / -7 or -8	Battle points 14 / 6
Difference 9 or 10 / -9 or -10	Battle points 15 / 5
Difference 11 or 12 / -11 or -12	Battle points 16 / 4
Difference 13 or more / -13 or less	Battle points 17 / 3

Apart from the missions points specified in the missions (which translate into game points in the terms of this rulespack), when you achieve First Blood, Slay The Warlord or Linebreaker you get +1 game points (as in Rulebook). It's the same for Warlord traits like Legendary Fighter or The Hunt.

For example in the Big Guns Never Tire mission you control 2 objectives and your opponent none. You got Linebreaker and the opponent First blood and also Linebreaker. You killed two of their heavy support units.

You got $6 + 1 + 2 = 9$ game points. The opponent got $0 + 1 + 1 + 0 = 2$ game points. The difference is $+7 / -7$ so you get 14 game points and the opponent 6.

4.1.2.2 Difference Of Victory Points (up to 3 Game Points)

Each player counts the points of destroyed or half strength enemy units, subtracts their own and then consult the table below.

Units destroyed

At the end of the game every unit that has been destroyed is worth an amount of Victory Points (VPs) equal to its points cost (including the cost of all its extra wargear, vehicle upgrades, etc.). Units that end the game falling back or off the battlefield count as destroyed.

Units at half strength

At the end of the game every enemy surviving unit that has lost half of its initial models or more is worth an amount of VPs equal to half its points cost (including the cost of all its extra wargear, vehicle upgrades, etc), rounded down.

In the case of units that start the game as a single model (independent characters, monstrous creatures, etc), they are worth half their points cost in VPs if they have lost half or more of the

Wounds on their profile.

In the case of units of 1 vehicle, they are worth half their points cost in VPs if they have lost half or more of its Hull points. In squadrons count each vehicle as a separate unit just for the Old Victory Point System.

VP dif	----	Winner	--	Loser
0-350	-----	+0	-----	+0
351-700	-----	+1	-----	-1
701-1050	-----	+2	-----	-2
1051+	-----	+3	-----	-3

4.3 Missions :

Unless specified, the rules are the same as the Rulebook missions. So in Big Guns Never Tire, heavy support units are scoring units and each player receives 1 game Point for each enemy heavy support unit that has been completely destroyed.

MISSION 1

BIG GUNS NEVER TIRE - 5 Objectives (3 game points each, maximum difference by controlling objectives: 12 game points)

DEPLOYMENT – 5th ed Quarters

MISSION 2

CRUSADE 4 objectives (2 game points each, maximum difference by controlling objectives: 6 game points) & PURGE THE ALIEN (+1 game point per unit destroyed more than the opponent, up to a maximum of + 6 game points)

DEPLOYMENT - VANGUARD STRIKE

MISSION 3

THE RELIC (6 game points) & CRUSADE 2 objectives (3 game points each) placed at least at 12" from the Relic

DEPLOYMENT - DAWN OF WAR

MISSION 4

THE SCOURING - Each player places three markers 6 "from the edge, 12" from each other worth 1, 2 and 3 points (point values noted in secret by the player deploying them). Then before rolling to take the initiative you need to give your opponent the value of individual markers

DEPLOYMENT - VANGUARD STRIKE

MISSION 5

THE EMPEROR'S WILL (4 game points each objective) & CRUSADE 1 objective in the middle of the board (4 game points)

DEPLOYMENT - DAWN OF WAR