

# BSK Team Tournament 2010

## Calculating the result

Each game can give a total of 20 points. 8 of these are from Victory Points and 12 points from Missions.

### Victory Points

0+	4-4
300+	5-3
600+	6-2
900+	7-1
1200+	8-0

### Mission Points

Winning the Primary Mission	8-0
Drawin the Primary Mission	4-4

Winning the Secondary Mission	4-0
Drawing the Secondary Mission	2-2

## Controlling objectives

The missions are won or lost by controlling more objectives than the enemy (see those mission’s victory conditions), and **only scoring units** can do that. (See page 90 in the rules to see what units are scoring)

At the end of the game you control an objective if there is at least one of your scoring units, and no enemy unit (any unit, whether scoring or not), within 3" of its center or in case of quarter control there is no enemy unit (any unit, whether scoring or not) in the quarter.

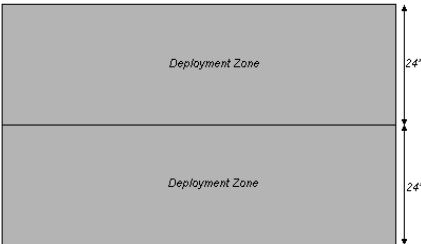
To control a quarter, more than 50% of the unit (or model) must be in the quarter you want to control. If the unit is exactly the same in the quarters, let fate decide.

A unit **can** control more than one objective at the same time.

**Placing objectives.** Objectives may only be placed on ground levels in buildings and ruins.

**Random Game Length:** At the end of game turn 5, a player must roll a dice. On a 1-2 the game ends immediately, on a 3+ game turn 6 is played. If this is the case, a player will roll another dice at the end of game turn 6, and this time on a 4+ the game continues and game turn 7 is played. At the end of game turn 7, the game ends automatically.

## Mission One – Dawn of War



**Rules:** Reserves, Deep Strike, Seize the Initiative, Random Game Length, First Turn Night Fight

**Primary mission:** 2 Objectives

**Secondary mission:** Kill Points

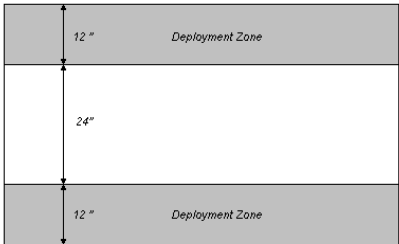
## Deployment

1. The table is divided lengthways into two halves.
2. The players roll-off, and the winner chooses to go first or second.
3. The player that goes first then chooses one of the long table edges to be his own table edge.
4. Place objectives.
5. He then can deploy **up to two units** from his Troops selections and **up to one unit** from his HQ selections in his half of the table (this is his ‘deployment zone’).
6. His opponent then does the same in the opposite half, but must position his three units more than 18" from enemy units.
7. Troops and HQ units that can infiltrate, can do so, as long as at the end of deployment the player still has a maximum of one HQ and two Troops units on the table.
8. Lastly, players make any scout moves.
9. Once deployment has finished, the player that chose his deployment zone first starts game Turn 1 with his first player turn.
10. All units that were not deployed, and were not declared to be in reserve during deployment, must enter the game in the Movement phase of their first player turn by moving in from their own table edge, just like units moving in from reserve.
11. During game Turn 1 the Night Fighting mission special rule is in effect.

## Placing objectives

After deciding deployment zones, but before deploying any units, starting with the player that will deploy first, each player chooses a point in his own deployment zone to be an objective. These objectives may not be in impassable terrain or within 24" of the other objective, nor within 6” of a table edge.

## Mission Two – Pitched Battle



**Rules:** Reserves, Deep Strike, Seize the Initiative, Random Game Length

**Primary mission:** Control Quarters

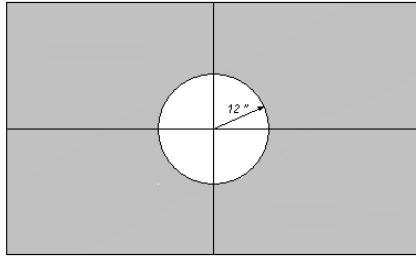
**Secondary mission:** Have more scoring units in your Oppononets Deployment than he has in yours

You can control a quarter while you’re in your opponents deployment zone

## Deployment

1. The table is divided lengthways into two halves, by drawing an imaginary line through the middle of the short table edges.
2. The players roll-off, and the winner chooses to go first or second.
3. The player that goes first then chooses one of the long table edges to be his own table edge. He then deploys his force in his half of the table, with all models more than 12" away from the table’s middle line (this is his ‘deployment zone’).
4. His opponent then deploys in the opposite half.
5. Deploy any infiltrators and make any scout moves.
6. Once deployment has finished, the player that chose his deployment zone first starts game Turn 1 with his first player turn.

### Mission Three - Spearhead



**Rules:** Reserves, Deep Strike, Seize the Initiative, Random Game Length

**Primary mission:** 4 Objectives.

**Secondary mission:** Choose 2 units from opponent to kill

#### Deployment

1. The table is divided into four quarters, formed by drawing two imaginary perpendicular lines through the centre point.
2. The players roll-off, and the winner chooses to go first or second.
3. The player that goes first then chooses one of the long table edges to be his own table edge.
4. Place objectives
5. He then deploys his force in one of the two table quarters on his side the table, more than 12" away from the centre of the table (this is his 'deployment zone').
6. His opponent then deploys in the diagonally opposite quarter.
7. Deploy any infiltrators and make any scout moves.
8. Once deployment has finished, the player that chose his deployment zone first starts game Turn 1 with his first player turn.

#### Placing objectives

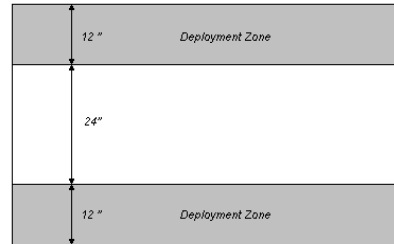
After deciding deployment zones, but before deploying any units, the player that goes first places the first objective and the players then alternate placing objectives with the following restrictions.

- An objective may not be placed within 6" of a table edge or another quarter, nor within 12" of another objective
- There can only be one objective in each quarter
- You cannot place an objective in your own quarter unless all other objectives have been placed and your quarter is empty

#### Choosing units for Secondary Mission

Before choosing deployment zone, both players secretly select 2 of their opponents units. Note that units and not choices are selected. After the units are selected the selections are revealed to the opponent. You win the secondary by killing more of the chosen units than your opponent did. If a chosen squad later is split into more units, you must kill both new units. If a squad is combined into bigger units later, like Imperial Guard platoons, you must kill the entire new unit.

### Mission Four – Pitched Battle



**Rules:** Reserves, Deep Strike, Seize the Initiative, Random Game Length

**Primary mission:** Most scoring units within 18" the middle of the table. Non-scoring units within this area are ignored.

**Secondary mission:** 2 Objectives.

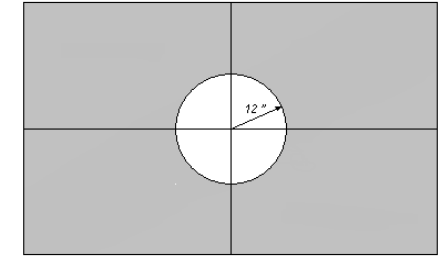
#### Deployment

1. The table is divided lengthways into two halves, by drawing an imaginary line through the middle of the short table edges.
2. The players roll-off, and the winner chooses to go first or second.
3. The player that goes first then chooses one of the long table edges to be his own table edge. He then deploys his force in his half of the table, with all models more than 12" away from the table's middle line (this is his 'deployment zone').
4. His opponent then deploys in the opposite half.
5. Deploy any infiltrators and make any scout moves.
6. Once deployment has finished, the player that chose his deployment zone first starts game Turn 1 with his first player turn.
- 7.

#### Placing objectives

Place two objective markers on the table. Both are placed on the middle line, 17" from each table edge. A unit within 18" of the middle point of the table can **not** control an objective.

### Mission Five - Spearhead



**Rules:** Reserves, Deep Strike, Seize the Initiative, Random Game Length

**Primary mission:** 2 Objectives

**Secondary mission:** Kill HQ

#### Deployment

1. The table is divided into four quarters, formed by drawing two imaginary perpendicular lines through the centre point.
2. The players roll-off, and the winner chooses to go first or second.
3. The player that goes first then chooses one of the long table edges to be his own table edge.
4. Place objectives
5. He then deploys his force in one of the two table quarters on his side the table, more than 12" away from the centre of the table (this is his 'deployment zone').
6. His opponent then deploys in the diagonally opposite quarter.
7. Deploy any infiltrators and make any scout moves.
8. Once deployment has finished, the player that chose his deployment zone first starts game Turn 1 with his first player turn.

#### Placing objectives

After deciding deployment zones, but before deploying any units, starting with the player that will deploy first, each player chooses a point in their opponents deployment zone to be an objective. These objectives may not be in impassable terrain or within 24" of the other objective, or within 12" inch of the table edge.

#### Kill HQ

The secondary mission is to destroy your opponent's most expensive HQ unit (If two HQ units cost the same, determine randomly which one is the target.). Remember that units that are fleeing, have fled the table or are still in reserve when the game ends count as destroyed.