# Lincon 2014 Tournament Pack 40K

## Missions

All missions include the two secondary objectives; Slay the warlord and Linebreaker, both worth 1VP each. First Blood is only used as tie-breaker. All missions has Night Fighting, Deep strike and Reserve-rules.

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

**No Objective or Terrain is mysterious.**

1. **2 Placed objectives per player**, the ones you place is worth **3VP** each to you, the ones the opponent place is worth **1 VP** each to you. **Killpoints** (max difference is 6). Dawn of War.

2. **2 Deepstrike Objectives per player**, your own is worth **2VP** each to you and **3VP** each to the opponent. **1 Fixed objective** in the middle of the table worth **4VP**. Vanguard Strike.

3. 
**Claiming quarters** work the same way as objectives but only scoring units and the Warlord fully within the quarter can control and deny the quarter. Value of each quarter; **your own 2VP, No man's land 3VP each and opponents 5VP**. **Slay the warlord is worth 2VP**, **most unit alive and not fleeing is worth 1VP**. 5th ed Quarters deployment (12" from table centre)

4. 
**3 Timed objectives**, one in the centre of the table, the other two 16" from the centre on the middle line. **1 placed objective per player** worth 2VP each. Vanguard strike.

5. **2 Placed objectives per player**, the placed in your own deployment zone is worth **1VP** to you and **5VP** to the opponent, the one placed in your table half is worth **2VP** to you and **3VP** to the opponent. **Timed linebreaker.** Hammer and Anvil.

6. **2 Deepstrike Objectives per player worth 2VP each and Killpoints**. Dawn of war

| **Thursday 29/5** | **Friday 30/5** |
|---|---|
| Start 10:30 | Match 4 09:30-12:30 |
| Match 1 11:00-14:00 | Best painted 12:30-14 |
| Match 2 15:30-18:30 | Match 5 14:00-17:00 |
| Match 3 19:30-22:30 | Match 6 18:00-21:00 |
| | Ceremony 21:15 |

## Painting

Models must be TT-standard and based, TO will remove models not fulfilling this requirement.

## Calculating the Match result

**1**. Calculate the difference in Victory points according to the mission. Keep track on each players VP.

**2**. Apply the difference in Comp, rewarding the difference in Comp to the player with the lowest Comp and deducting from the player with the highest Comp.

**3**. Check the result in the table below;

| VP Difference | Match Result |
|---|---|
| 0 | 6-6 |
| 1-2 | 7-5 |
| 3-4 | 8-4 |
| 5-7 | 9-3 |
| 8-10 | 10-2 |
| 11-14 | 11-1 |
| 15+ | 12-0 |

**4.** In case of a tie the First blood is used. Report.

## Clarifications

**Killpoints:** Each unit, vehicle and Independent character destroyed or falling back at the end of the game is worth 1VP.

**Placed Objectives:** Starting with the player who choose deployment zone both players place their first objective in the enemy deployment zone, and in case of two objectives each; place the second in the enemy table half. 6" from any table edge and 12" from any other objective.

**Deepstrike Objectives:** Each player has the Objectives in Reserve. No wargear, warlord trait, Psychic power or whatever can affect this reserve or deep strike.

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.

**Timed objectives:** In the end of each player turn, starting on the 3rd game turn, each timed objective is worth 1VP which will be collected by a scoring unit holding the objective (and no one denying it) and accumulated to a total throughout the game. Keep a separate counter on the score at the table side.

**Timed linebreaker:** Rules as per rulebook for linebreaker with the addition that it starts in game turn 3 and generates VP exactly as Timed objectives mentioned above (but all denying units can linebreak) but you can only gain 1VP per player turn no matter how many units that are linebreaking (note that if both players are linebreaking both are rewarded a VP that player turn).

1. Discuss the terrain
2. Roll-off to see who gets to choose deployment zone
3. Place Fortifications (Not in/on any terrain piece)
4. Place Objectives
5. Roll for Warlord Traits
6. Roll for Psychic Powers
7. Roll for Night Fight
8. Roll-off to see who gets to choose whether to deploy first or second
9. Roll for Seize the initiative
10. Start the game