



## 2023 MISSION PACKET

### WEEKEND SCHEDULE

FRIDAY SCHEDULE: Captains Meeting at 10:00 AM, Dice Roll at 11:00 AM (2 games)

SATURDAY SCHEDULE: Be present and ready to play at 7:30am, Dice will Roll no later than 8:00am (3 games)

SUNDAY SCHEDULE: Be present and ready to play at 9:00am, Dice will Roll no later than 9:30am (1 game)

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#### 1 - Read Mission

Players read the Primary Mission and Mission Rule descriptions for the Primary Mission being played from the information in this pack.

The Primary Mission card details how and when players score Victory Points (VP). Players will also score VP by achieving Secondary Missions and Gambits, which are detailed later. Some Primary Mission cards also include additional rules that will apply to the battle.

The Mission Rule card details any special rules that apply for the duration of the battle. Players should read and familiarize themselves with these before proceeding.

#### 2 - Place Objective Markers

Players now set up objective markers on the battlefield. Each Deployment card's deployment map will show players how many objective markers to set up and where each should be placed. In Leviathan Tournament Missions, models can end any type of move on top of an objective marker.

#### 3 - Create the Battlefield

Players now create the battlefield and set up terrain features.

When setting up terrain features, use the guidelines detailed in the Terrain Layouts section of this pack. Players must use the rules for terrain features detailed in the Core Rules.

#### 4 - Determine Attacker and Defender

Players consult the Deployment card drawn for the mission and agree which battlefield edge is the Attacker's and which is the Defender's. The players then roll off and the winner decides who will be the Attacker and who will be the Defender - this will determine which player uses which deployment zone in the coming battle. Players take their respective Secondary Mission and Gambit decks, shuffle them and place them nearby for later.

#### 5 - Select Secondary Missions

There are two Secondary Mission decks (one for the Attacker, one for the Defender), meaning players can draw the same Secondary Missions. These describe goals that players can achieve to score VP. Each Secondary Mission card will detail when and how it is achieved, as well as how many VP that player scores for achieving it.

Each player must now choose whether to use Fixed or Tactical Missions during the battle. To do so, each player first takes their respective Secondary Mission deck. If a player wishes to use Fixed Missions, that player secretly selects two Fixed Mission cards (denoted by the Fixed Mission symbol - see below) from their Secondary Mission deck and places them face down on the battlefield. If a player wishes to use Tactical Missions, they should instead select any two Secondary Mission cards from their deck that do not have the

Fixed Mission symbol and place them face down on the battlefield. Once both players have done so, players reveal their selections.

If a player selects two Fixed Mission cards, those Secondary Mission cards are active in every battle round during the battle, and can be achieved and scored in every battle round. The remainder of their Secondary Mission deck will not be used in the coming battle and can be placed to one side. Players' selected Fixed Mission cards cannot be discarded for any reason.

If a player did not select two Fixed Mission cards, then they will use Tactical Missions in the coming battle and they should now reshuffle their Secondary Mission deck. At the start of each of that player's Command phases, that player must determine which Secondary Mission cards are active for them by drawing cards from their Secondary Mission deck, if they have fewer than two active Secondary Mission cards. That player has access to the New Orders Stratagem (see below), and can spend CP to use it after drawing their Secondary Mission cards if they wish. If a player's Secondary Mission deck runs out, they cannot generate any additional Secondary Missions during the battle. Each time that player achieves a Secondary Mission, after scoring the VP described on that card, that Secondary Mission is then discarded.

Reminder: During the Select Secondary Missions step, if a player decides to use Tactical Missions, note that the two Secondary Mission cards they place face down and then reveal to their opponent should be returned to their Secondary Mission deck before they reshuffle it (they are not placed to one side or discarded). Before drawing cards in tournament play, it is always good practice to offer your opponent the opportunity to cut your deck.

When using the Leviathan Mission Pack, use the updated cards presented on this page in place of their printed equivalents. Note that both the Attacker and Defender should use the text presented on the Attacker cards shown below. **Updated text is shown in red.**

**SECONDARY MISSION – ATTACKER**  
**DEPLOY TELEPORT HOMER**

*An allied fleet approaches ready to launch a full-scale invasion of this planet. If our vanguard forces deploy a series of teleport homers and landing beacons deep within enemy territory, troops aboard our ships will be able to launch a deadly surprise assault from orbit.*

.....

In your Shooting phase, you can select one unit from your army that is not Battle-shocked and is eligible to shoot. Until the end of your turn, that unit is not eligible to shoot or declare a charge.

At the end of your turn, if that unit is within your opponent's deployment zone, or within 6" of the centre of the battlefield, it deploys a teleport homer at that location, this Secondary Mission is achieved and you score a number of VP depending on where the teleport homer was deployed, as follows:

- Centre of battlefield = **3VP**.
- Opponent's deployment zone = 4VP if you are using Fixed Missions, or 5VP if you are using Tactical Missions.



**SECONDARY MISSION – ATTACKER**  
**BEHIND ENEMY LINES**

*Break through the foe's army and cut off their lines of escape.*

.....

At the end of your turn, if two or more units from your army (excluding **AIRCRAFT**) are wholly within your opponent's deployment zone, this Secondary Mission is achieved and you score 4VP **(or 5VP if you are using Tactical Missions)**.

If, at the end of your turn, only one unit from your army (excluding **AIRCRAFT**) is wholly within your opponent's deployment zone, then this Secondary Mission is still achieved, but in this instance you score **3VP** instead of 4VP **(or instead of 5VP)**.



## 6 - Declare Battle Formations

In the order below, both players secretly note:

- Which of their Leader units will start the battle attached ( they must specify which Leader unit is attached to which Bodyguard unit).
- Which of their units will start the battle embarked within **Transport** models (they must specify which units are embarked within which models).
- Which of their units will start the battle in Reserves (including Strategic Reserves). No more than half the number of units in a player's army can start the battle in Reserves, and the combined points total of those units cannot be more than half the total of their army. Units embarked within a **Transport** that are set up in Reserves also count as being set up in Reserves for these limits.

When both players have done so, then they reveal their selections to their opponent.

Reserves units cannot arrive during the first battle round and any Strategic Reserves or Reserves that have not arrived on the battlefield by the end of the third battle round count as having been destroyed, as are any units embarked within them (this does not apply to units that are placed into Strategic Reserves after the first battle round has started).

## 7 - Deploy Armies

Players alternate setting up their remaining units one at a time, starting with the Defender. A player's models must be set up wholly within their deployment zone. If one player finishes deploying all their units, their opponent then deploys the remainder of their units.

## 8 - Determine First Turn

Players roll off USING THEIR OFFICIAL ATC DIE and the winner takes the first turn.

## 9 - Resolve Pre-battle Rules

Players alternate resolving any pre-battle rules units from their armies have, starting with the player who will take the first turn.

## 10 - Begin the Battle

The first battle round begins. Players continue to resolve battle rounds until the battle ends.

At the end of each player's turn, if that player is using Tactical Missions, they can discard one or more of their active Secondary Mission cards. If they do, and if it is not the fifth battle round, that player gains 1CP.

## 11 - End the Battle

The battle ends after five battle rounds have been completed. If one player has no models remaining in their army at the start of their turn, the other player can continue to play out their turns until the battle ends.

## 12 - Determine Victor

At the end of the battle, the player with the most VP is the winner. If the players are tied, the battle is a draw. Each player can score a maximum of 50VP from Primary Missions and/or Gambits (any excess VP awarded are lost) and a maximum of 40VP from Secondary Missions (any excess VP awarded are lost), for a possible total of 90VP. If a player is using Fixed Missions, that player can score a maximum of 20VP from each of the Fixed Mission cards they selected before the battle (any excess VP awarded are lost).

## 13 – Enter Results into BCP

Individual player games will be entered into BCP by each individual player using the WEB version of BCP at [www.bestcoastpairings.com](http://www.bestcoastpairings.com) (DO NOT USE the BCP App it will create issues at the event! DO USE [bestcoastpairings.com](http://bestcoastpairings.com) from a web browser on your device) and are to be calculated and entered into the BCP WEBSITE as per the mission scoring guidelines. THE 10 POINTS FOR PAINT SCORING MUST NOT BE ENTERED - BCP will automatically calculate these 10.

This makes the Maximum Possible Score TO BE ENTERED BY A PLAYER 90 points and the minimum possible score entered by a player 0 points. This gives each player a maximum total score of 100VP and a minimum total score of 10VP (considering the automatic 10 points from BCP).

# Terrain Types

This year's event will use ONLY TWO terrain features – Ruins and Armoured Containers. Please Note that not all tables will have Armoured Containers.

Players must use the rules for terrain features detailed in the Core Rules. We have included them below for your convenience.

## Armoured Containers:

MOVEMENT These terrain features are raised areas that models can be set up on top of or end a move on top of, provided the model's base does not overhang the terrain feature (if the model does not have a base, no part of that model that would be in contact with the battlefield at ground level can overhang that terrain feature)

VISIBILITY Normal visibility rules apply.

BENEFIT OF COVER Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this terrain feature, that model has the Benefit of Cover against that attack

## Ruins

FOOTPRINT When this terrain feature is set up on the battlefield, both players must agree upon its footprint – that is, the boundary of the terrain feature at ground level. This is so that players know when a model is wholly within this terrain feature. **If this terrain feature is mounted on a base, then this will define its footprint.**

PLUNGING FIRE Each time a model that is wholly within this terrain feature makes a ranged attack, if that model is 6" or more vertically from ground level, and every model in the target unit is at ground level, improve the Armour Penetration characteristic of that attack by 1.

MOVEMENT • Infantry and Beast models can move through this terrain feature (walls, floors, ceilings, gantries, chains, etc.) as if it were not there. A model cannot end a move within a wall, a floor, etc. • Infantry, Beasts and Fly models can be set up or end a move on any floor level of this terrain feature, but if that level is not the ground floor, such models can only do so if their base does not overhang the floor at that level (if a model does not have a base, no part of that model that would be in contact with the battlefield at ground level can overhang that floor). All other models can only be set up or end a move on the ground floor of this terrain feature.

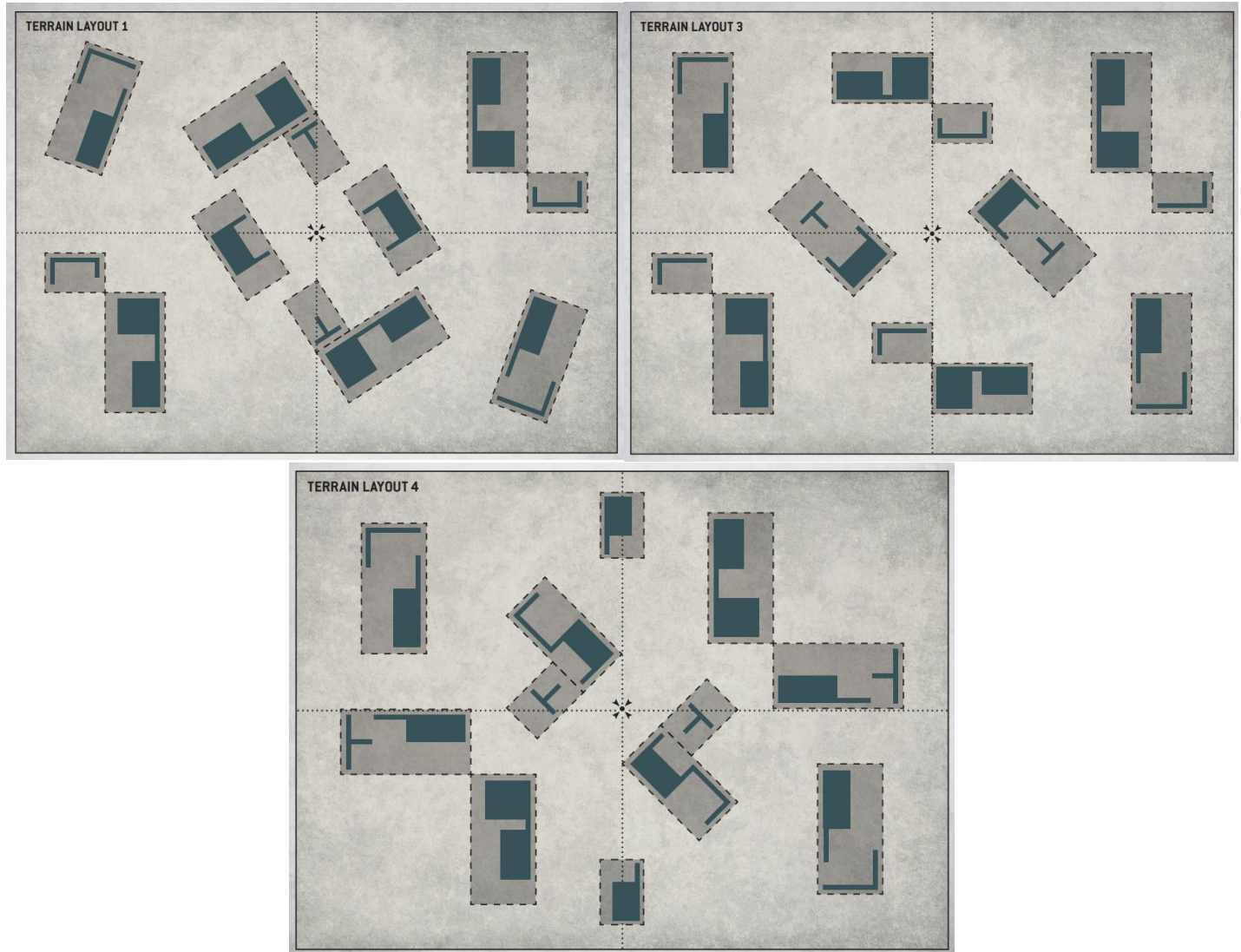
VISIBILITY Models cannot see over or through this terrain feature (i.e. a unit outside this terrain feature cannot draw line of sight to a target on the other side of it, even if it would be possible to draw line of sight to that target through open windows, doors, etc.). Aircraft and Towering models are exceptions to this – visibility to and from such models is determined normally, even if this terrain feature is wholly in between them and the observing model. Models can see into this terrain feature normally, and models that are wholly within this terrain feature can see out of it normally.

BENEFIT OF COVER Each time a ranged attack is allocated to a model, if that model is either wholly within this terrain feature, or it is not fully visible to every model in the attacking unit because of this terrain feature, that model has the Benefit of Cover against that attack.



## Terrain Layouts

The following terrain layouts will be used. Each table will have one of the following 3 diagrams attached to it. Tables will be set at the beginning of each day of the event but should be re-adjusted before each tournament round to be set up as closely to this layout as possible during step 3 Create the Battlefield. In the case that the table is not set, please have your team captain and the opposing team captain reset your table or if for some reason this cannot be done, call a judge.



## The Missions

Each mission will be played TWICE during the event. The Rounds for the mission to be played are noted beside the Name of the Mission.

Please note the **Mission Rule Change to the Take and Hold Mission**: *The middle objective will remain stationary in the middle of the board. It will not be moved by either player.*

Gambits will NOT be used at this year's event.



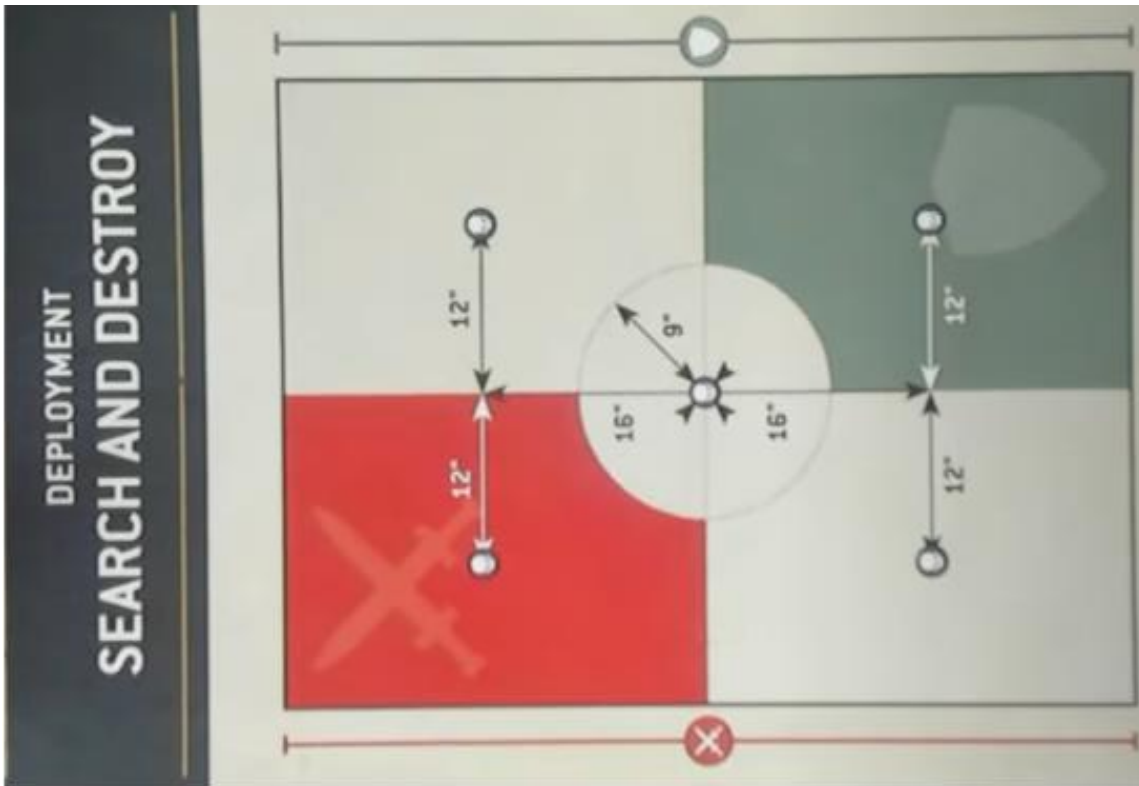
## 1&4 Priority Targets This Mission will be used in Rounds 1 and 4 of the Event

### Mission Special Rules : Hidden Supplies

In this mission, players must set up one additional objective marker in No Man's Land.

Unless the Chosen Battlefield mission rule is also in effect, before setting up this new objective marker, players must first move the objective marker in the center of the battlefield 6" directly towards one of the corners of the battlefield (if No Man's Land touches any corners of the battlefield, you must move the objective marker towards one of those corners). Players then set up the new objective marker 6" from the center of the battlefield towards the diagonally opposite corner of the battlefield to the previously moved objective marker.

### Mission Deployment : Search and Destroy



### Mission Scoring

Special - N/A

Battle Round 2 - At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control (up to 10VP per turn)

Battle Round 3 - At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control (up to 10VP per turn)

Battle Round 4 - At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control (up to 10VP per turn)

Battle Round 5 - At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control (up to 10VP per turn)

End of Battle - Each player scores 5VP for each objective marker they control (up to 15VP per player)



## 2&5 Take and Hold This Mission will be used in Rounds 2 and 5 of the Event

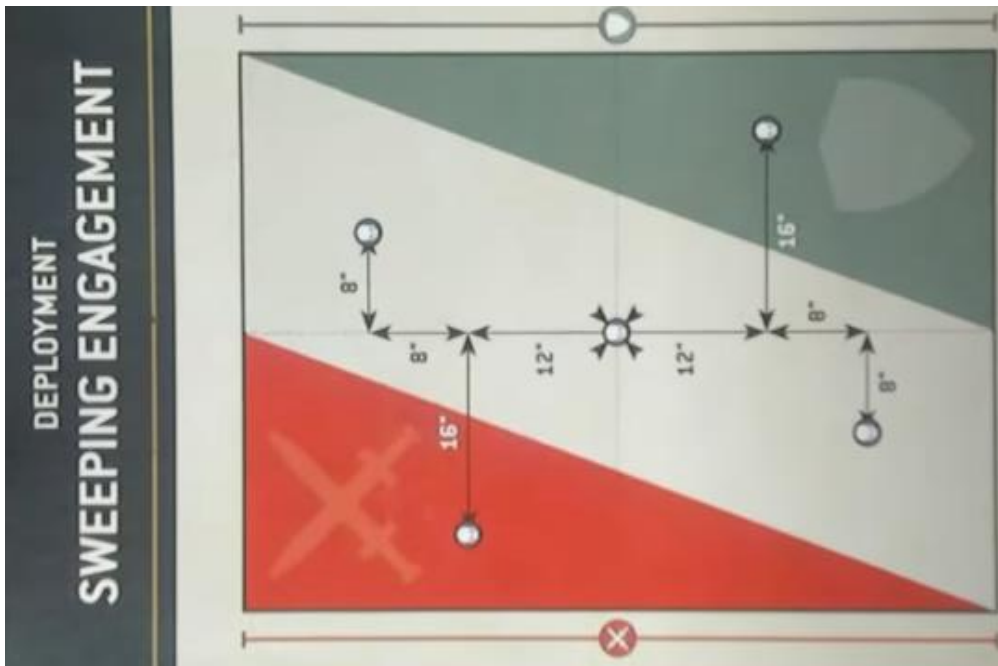
### Mission Special Rules : Chosen Battlefield

**Mission Rule Change : The middle objective will remain stationary in the middle of the board.** In this mission, objective markers are not placed as shown on the Deployment card drawn. Instead, players roll off at the start of the Place Objective Markers step, then alternate setting up objective markers, one at a time, starting with the winner of the roll off.

One objective marker must be placed wholly within each deployment zone, and the remaining objective markers must be placed wholly within No Man's Land, as shown on the Deployment card drawn. Objective markers must be placed more than 6" away from any battlefield edge and more than 9" away from all other objective markers. If for whatever reason it is not possible to set up an objective marker as described above, it is not placed on the battlefield.

If any rules require players to set up additional objective markers (e.g. Hidden Supplies) during the Place Objective Markers step, players set them up as described on this Mission Rule card. If any rules instruct players to remove one or more objective markers, do so after setting them all up.

### Mission Deployment : Sweeping Engagement



### Mission Scoring

Special – N/A

Battle Round 2 - At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control (up to 15VP per turn)

Battle Round 3 – At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control (up to 15VP per turn)

Battle Round 4 – At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control (up to 15VP per turn)

Battle Round 5 – The player who has the first turn scores VP as described above. The player who has the second turn scores VP as described above, but does so at the end of their turn instead of at the end of their Command phase.

End of Battle - N/A

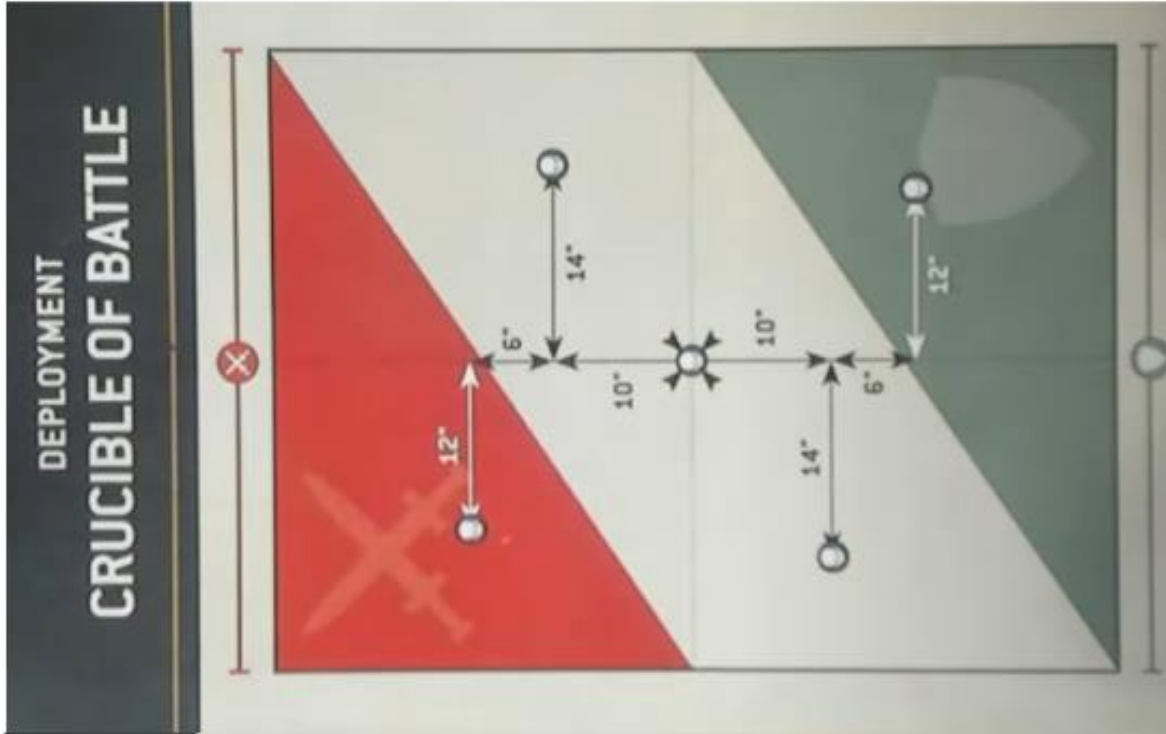


## 3&6 Purge The Foe This Mission will be used in Rounds 3 and 6 of the Event

### Mission Special Rule

Chilling Rain : In this mission, no additional mission rules apply

### Mission Deployment : Crucible of Battle



### Mission Scoring

Special - At the end of the battle round, each player scores 4VP if one of more enemy units were destroyed that battle round, and an extra 4VP if more enemy units than friendly units were destroyed that battle round. Note that a unit can, if it is returned to the battlefield for any reason, potentially contribute to this Primary Mission several times (assuming it is returned and subsequently destroyed several times over)

Battle Round 2 - At the end of each Command phase, the player whose turn it is scores 4VP if they control one or more objective markers, and an extra 4VP if they control more objective markers than their opponent controls.

Battle Round 3 – At the end of each Command phase, the player whose turn it is scores 4VP if they control one or more objective markers, and an extra 4VP if they control more objective markers than their opponent controls.

Battle Round 4 – At the end of each Command phase, the player whose turn it is scores 4VP if they control one or more objective markers, and an extra 4VP if they control more objective markers than their opponent controls

Battle Round 5 – The player who has the first turn scores VP as described above. The player who has the second turn scores VP as described above, but does so at the end of their turn instead of at the end of their Command phase.

End of Battle - N/A