

ATC 2016 40K MISSION PACK 1.75 (5-19-16)

1.0 Game Bonuses for Playing Against Super Heavy/Gargantuan LoW

If one player has a Super Heavy/Gargantuan LoW and the other does not, the player without can roll on the Escalation Warlord Table and gains +1 to Seize the Initiative.

Every time 3 Hull Points/Wounds are dealt to a Super Heavy/Gargantuan Creature LoW, the player dealing the damage earns a bonus Kill Point for that turn/game. If the 3rd Hull Point destroys the LoW then the player receives the bonus Kill Point and the normal Kill Point for destroying the LoW.

2.0 Additional Victory Points

Corpse Thief and Warlord traits such as Legendary Fighter or The Hunt special rules or traits that generate Victory Points will be allocated to the Progressive Secondary Mission Objective but can never contribute more than 5 points to the possible 10 point score for the progressive missions.

3.0 Tabling

Tabling (destroying everything your opponent has) DOES NOT AWARD AUTOMATIC FULL POINTS!

When a tabling happens, you MUST immediately call a judge to the table. At this point, the judge will watch as play out the rest of your remaining game turns and score points accordingly. Roll for end of game at turn 5 and 6 as normal. Kill Point and Objective Differentials are calculated as normal.

4.0 Kill Points Differential

At the end of the game each player counts the number of kill points they have achieved from their opponents force - including units created during the game via mechanisms such as Conjuring, the Portaglyph, and others. Next, determine the difference in kill points by subtracting the lower total from the higher. Each point won by translates to +1 victory point, to the maximum noted on each mission.

If a player tables their opponent, then they receive an additional 5 Kill Points to apply towards their Kill Point Differential (before comparing numbers) and Purge The Alien objective.

5.0 ORDER OF PRE GAME ACTIONS

1. Roll-off: Winner places the first objective. Players then alternate placing objectives until all are out. **In Mission 1, Place the Relic in the center of the table first, and then place “Crusade” Objectives in this step.**
2. Roll-off: Winner chooses deployment zone.
In Mission 2, “Emperor’s Will” Objectives are placed now. Roll off to decide who places first.
3. Roll for Warlord Traits (disregard warlord traits that apply to mysterious objectives and roll again on the table until normal Warlord Trait process has run its course), beginning with the player who chose deployment zones
4. Roll for Gifts, Boons and any other pregame rolls, beginning with the player who chose deployment zones
5. Roll for Psychic Powers, beginning with the player who chose deployment zones
6. Roll for Night Fight
7. Roll-off: Winner chooses whether to deploy first or second. Fortifications are placed during deployment.
8. Roll off to Deploy Infiltrators
9. Player who deployed first must go first. (Unless the initiative is seized)
10. Roll off for Scout moves. It is courtesy to ask your opponent if he has any Scout Moves before proceeding to Seize The Initiative. If the question has not been asked and the dice has been rolled, the Seize The Initiative Attempt must be re-rolled only if the player in question actually makes Scout Moves.
11. Seize the initiative.
12. Play and Have Fun!

6.0 MISSIONS

All Missions will use Variable Game Length (pg. 133 of MRB)

Mysterious Objectives will not be used.

MISSION 1

PRIMARY: Eternal War: The Relic (10 Victory Points for a win, 5 Victory Points if contested, 0 Victory Points if neither player controls the Relic at the end of game)

Use the guidelines found on pg. 147 of the Main Rulebook (The Relic) for placing and interacting with this objective.

SECONDARY: 4 Progressive Crusade Objectives Differential (10 Possible Victory Points)

Objectives must be placed using the rules for Placing Objective Markers (pg 134 of the Main Rulebook) with the exception that when placing objectives, both players must place their first objective somewhere in No Man's Land.

Beginning with the second Game Turn:

- During the game, you score 4 victory points if you control the most of these objectives at the top of your player turn.
- At the end of the game, determine the difference in objective points by subtracting the lower player total from the higher player total to get each players score for this objective, up to a maximum of 10 points.

TERTIARY: Kill Points Differential (10 Possible Victory Points)

Bonus Victory Points:

+1 victory points for achieving First Blood, Slay The Warlord or Line Breaker.

Deployment: Dawn of War

MISSION 2

PRIMARY: Emperors Will Objective (10 Victory Points Max)

Using the rules for Placing Objective Markers (pg 134 of the Main Rulebook), both Players place a single Emperor's will objective in their opponent's deployment zone. At the end of the game, each objective is worth 5 points if controlled 3 points if contested.

SECONDARY: Progressive Battlefield Control Differential (10 Possible Victory Points)

Setup: Divide the table into 4 Quarters, Place 1 Objective in the center of each table quarter.

Beginning with the second Game Turn:

- During the game, you score 2 victory points for every objective that you control at the top of your player turn.
- At the end of the game, determine the difference in objective points by subtracting the lower player total from the higher player total to get each players score for this objective, up to a maximum of 10 points.

TERTIARY: Kill Points Differential (10 Possible Victory Points)

Bonus Points:

+1 victory points for achieving First Blood, Slay The Warlord or Line Breaker. (Possible 3 max Victory Points)

Deployment: Vanguard Strike

MISSION 3

PRIMARY: Eternal War: Purge The Alien (10 Victory Points for win, 5 Victory points for a draw)

SECONDARY: Progressive Battlefield Center Control Differential (10 Possible Victory Points)

Place a single objective in the center of the table. No other objective may be placed within 6" of this objective.

Beginning with the second Game Turn:

- During the game, you score 4 victory points if you control the center of the table at the top of your player turn.
- At the end of the game, determine the difference in objective points by subtracting the lower player total from the higher player total to get each players score for this objective, up to a maximum of 10 points.

TERTIARY: 5 Tactical Objectives Differential (10 Possible Victory Points)

Objectives must be placed using the rules for Placing Objective Markers (pg. 134 of the Main Rulebook)

- At the end of the game, you score 5 victory points for every objective that you control.
- Each player totals the number of victory points they have achieved from this objective.
- Next, determine the difference in objective points by subtracting the lower total from the higher.

Bonus Points:

+1 victory points for achieving First Blood, Slay The Warlord or Line Breaker. (Possible 3 max Victory Points)

Deployment: Hammer and Anvil

SCORING

7.0 Individual Victory Points & Table Bonus

Victory points are cumulated from the Primary, Secondary and Tertiary Mission scores.

If a player tables their opponent, then they receive an additional 5 Kill Points to apply towards their Kill Point Differential (before comparing numbers) and Purge The Alien objective.

8.0 Individual Game Result

To determine the Game Result, each player counts their victory points, subtracts their opponent's victory points and consults the table below.

A Player can NEVER score more than 20 total Round points.

VP Differential in Favor of Player	Round Points Player Score	Round Points Opponent Score
0-1	10	10
2-4	11	9
5-7	12	8
8-10	13	7
11-13	14	6
14-16	15	5
17-19	16	4
20-22	17	3
23-25	18	2
26-28	19	1
29-33	20	0

9.0 Team Score

A Round between teams consists of 5 individual games. Each game will score a number of points as described above. The combined total of all player's scores will give a result for the Team as a whole.

A team result consist of the sum of its players game points.

Team result / match points

55-100 = Win, 2 Round points

46-54 = Draw, 1 Round point

0-45 = Loss, 0 Round points

If two or more teams have the same number of Round points (2/1/0) at the end of the tournament, game points gained from all battles will be used as tie-breaker.

NOTE: **penalties** incurred might change the above win conditions. In the cases where penalties on round points apply, a **difference of ten round points** always constitutes a win for the team with the ten points difference. If there are less than 10 battle points between the teams it automatically constitutes a draw on the team level.