



Mission Guidelines

This section describes the format Guidelines for the 8th Edition ITC Champion Mission pack. In this section, you will find the rules for pre-game setup, including deployment and scoring for Primary and Secondary missions. Unless otherwise stated, all of the six missions listed below follow these steps. Questions should be directed to: contact@frontlinegaming.org.

Pre-Game, Deployment, & Setup

Pre-Game

Step 1: Before any dice are rolled, players adjust and define terrain on the board, then both players choose Warlord Traits, Psychic Powers, spend pre-deployment command points, and any additional Relics they will use. These should be written or notated clearly for reference in game.

Step 2: Players reveal the items from step 1 to each other simultaneously.

Deployment Map & Objectives

Step 1: Players roll off for deployment.

Step 2: The player who rolled higher randomly determines the deployment type from the maps on pg. 216-217 of the 40k Main Rulebook, and then chooses their deployment zone.

Step 3: Players then place objectives following scenario guidelines as listed on each mission. Instructions for placing objectives are as follows:

A: All objectives are considered to be on the ground floor, and may not be placed inside of enclosed buildings. Move terrain if necessary to accommodate this requirement.

B: Distances are measured to and from models to the closest point of the objective marker when determining which models are in range to control an objective.

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Image: Artist Unknown

Step 4: Each player chooses **3** of the Secondary Mission Objectives listed below. A player may only choose each mission once. They then reveal them to their opponent simultaneously.

Step 5: The player who lost the roll-off in step 1 deploys the first unit. Deployment proceeds normally thereafter.

Determining First Turn

Step 1: Players roll off for first turn.

A: The player that finished deploying first gets a +1 modifier to the roll to go first.

Step 3: The player that wins the roll-off may choose to go first or second.

Step 4: The player that goes second may choose to roll to seize the initiative.

Game Length, Tabling & Concession Scoring

Each game lasts **6 Battle Rounds**. At the game's conclusion, the player with the **higher total score** is the winner. If one player chooses to concede before the game has come to a natural conclusion, they automatically score 0 points and their opponent is marked as the victor. At the time of concession, the victor keeps their current score and earns 4 points per remaining Battle Round towards the Primary Mission, assuming their army has enough forces to accomplish mission objectives. Additionally, the victor also earns the maximum number of possible Secondary Mission points left to them, also assuming the victor's army has the capability to accomplish the mission objectives.

***Example Scenario:** If it were the end of Battle Round 3 when the losing player concedes, and the victor chose Recon for their secondary mission, but had not yet scored any points for that secondary mission. The victor would earn 3 total points for the secondary mission as they would have 3 more turns to earn those points had the game continued, assuming they have at least 4 units left on the table with which to fulfill the mission's scoring parameters. If they have 3 or less units left, they score no points for that Secondary Mission as it would not be possible for them to fulfill the scoring parameters even if the game had gone on to a natural conclusion.*

If one player is tabled (a player has no qualifying models on the table at the end of any player turn), the tabled player keeps their points earned up until that point in the game, and their opponent earns points in the same fashion as outlined above.

If a player draws a bye due to an uneven number of players, this should go to the player with the lowest total score and that player receives a win and a score of 20 points.

Players should take careful note that tabling your opponent does not automatically score maximum points for the mission. Concession also does not automatically award max points to the victor!

Primary & Secondary Mission Scoring

Primary Mission: End of Player Turn Scoring

Each player scores points at the end of their player turn.

1. Do you hold one or more objectives?

- a. 1 point
2. Was an enemy unit destroyed during your player turn?
 - a. 1 point

Primary Mission: End of Battle Round Scoring

Each Player also scores points at the end of each Battle Round.

1. Do you hold more objectives than your opponent?
 - a. 1 point
2. Were more of your opponent's units destroyed this battle round than your own?
 - a. 1 point

Secondary Missions: Any Time Scoring

Each player may score up to 4pts for each of the following Secondary Missions, for a total of 12 between the three they've chosen. These points can be scored at any time unless otherwise specified in the description.

Headhunter: 1pt for each enemy **Character** that is destroyed.

Kingslayer: Choose an enemy model that is a **Character**.

- Earn 1 point for every 2 wounds of damage it loses, cumulatively.
- In the instance where a **Character** may regenerate wounds or resurrect during the course of the game, total wounds it loses over the course of the game are counted towards this mission.
- If the model selected has the **Character** and **Vehicle** or **Monster** keywords, you earn 1 point for every 4 wounds it loses.
- If the **Character** is also your opponent's Warlord, earn 1 additional point if it is destroyed.
- An enemy **Character** selected for Kingslayer may not also generate points for Titan Slayers.

The Reaper: Earn a point for every enemy unit that is destroyed that began the game with 10+ models. If a unit begins the game with 20+ models, you earn 2 points if it is destroyed.

Recon: Have a unit at least partially in each table quarter at the end of your player turn. A unit may only count as being in one table quarter at a time for the purposes of this rule. 1pt per turn.

Big Game Hunter: 1 point for every enemy model with 10 or more wounds that is destroyed.

Titan Slayers: For every 8 wounds lost by enemy units with the **Titanic** keyword in total throughout the course of the game, earn 1 point.

- A model chosen for Kingslayer may not also generate points for Titan Slayers, even if that model has the **Titanic** keyword.

Example: *One enemy **Titanic** model loses 4 wounds turn 1, and a different enemy **Titanic** unit loses 12 wounds turn 2 for a total of 16 wounds lost in total to enemy **Titanic** models. You earn 2pts towards this objective.*

Behind Enemy Lines: 1 point if at the end of your player turn you have 2 or more of your units at least partially within 12" of your opponent's rear most and longest board edge.

Death by a Thousand Cuts: Earn 1 point for every 3 enemy units destroyed in a Battle Round.

Example: *5 enemy units are destroyed in the first Battle Round, you earn 1pt towards this mission. In the second Battle Round, 7 enemy units are destroyed and you earn 2 pts towards this objective.*

Old School: Earn 1 point for the following:

- **First Strike:** An enemy unit is destroyed in the first Battle Round.
- **Slay the Warlord:** The enemy Warlord is destroyed at game's end.
- **Linebreaker:** Have one of your models within your opponent's deployment zone at the end of the game.
- **Last Strike:** An enemy unit is destroyed in the last Battle Round played.

Gang Busters: Select an enemy unit consisting of multi-wound models. Earn 1 point for the following:

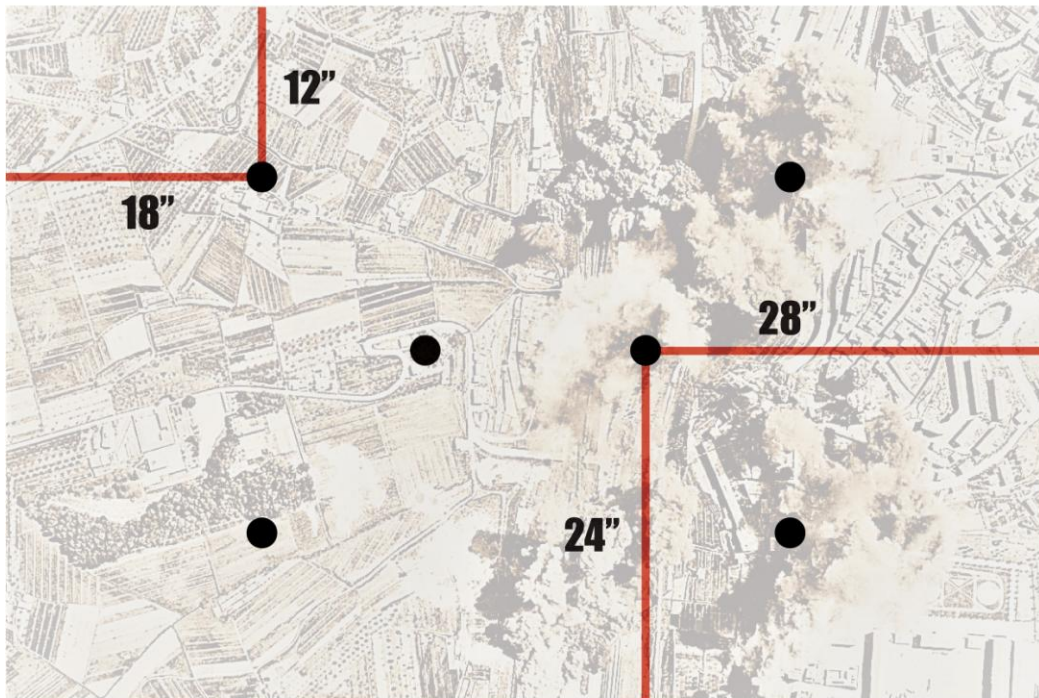
- Each enemy model in the chosen unit destroyed that started the game with 5 or more wounds.
- Every two enemy models in the chosen unit destroyed that started the game with 3 to 4 wounds.

Scenarios

Scenario 1: Seize Ground

Deployment: Random

6 objectives placed as shown:



Seize Ground Bonus Point: If a player holds or contests 5 or more objectives at the end of their player turn, gain 1 point.

For an objective to be contested, both players have models within 3" of it but neither controls it. This typically occurs because both players have an equal number of models within range of the objective and either none of them are Objective Secured, or all of them are.

Scenario 1 Score Sheet

You				Opponent					
PRIMARY									
BATTLE ROUND 1									
Player Turn	Kill 1+	Hold 1+	Bonus		Player Turn	Kill 1+	Hold 1+	Bonus	
Battle Round End	Kill More	Hold More	Total 0-5		Battle Round End	Kill More	Hold More	Total 0-5	
BATTLE ROUND 2									
Player Turn	Kill 1+	Hold 1+	Bonus		Player Turn	Kill 1+	Hold 1+	Bonus	
Battle Round End	Kill More	Hold More	Total 0-5		Battle Round End	Kill More	Hold More	Total 0-5	
BATTLE ROUND 3									
Player Turn	Kill 1+	Hold 1+	Bonus		Player Turn	Kill 1+	Hold 1+	Bonus	
Battle Round End	Kill More	Hold More	Total 0-5		Battle Round End	Kill More	Hold More	Total 0-5	
BATTLE ROUND 4									
Player Turn	Kill 1+	Hold 1+	Bonus		Player Turn	Kill 1+	Hold 1+	Bonus	
Battle Round End	Kill More	Hold More	Total 0-5		Battle Round End	Kill More	Hold More	Total 0-5	
BATTLE ROUND 5									
Player Turn	Kill 1+	Hold 1+	Bonus		Player Turn	Kill 1+	Hold 1+	Bonus	
Battle Round End	Kill More	Hold More	Total 0-5		Battle Round End	Kill More	Hold More	Total 0-5	
BATTLE ROUND 6									
Player Turn	Kill 1+	Hold 1+	Bonus		Player Turn	Kill 1+	Hold 1+	Bonus	
Battle Round End	Kill More	Hold More	Total 0-5		Battle Round End	Kill More	Hold More	Total 0-5	
SECONDARY									
Your Secondaries				Opponent Secondaries					
Name	1	2	3	4	Name	1	2	3	4
Name	1	2	3	4	Name	1	2	3	4
Name	1	2	3	4	Name	1	2	3	4

POINT TALLY													
Yours							Opponents						
1	2	3	4	5	6	7	1	2	3	4	5	6	7
8	9	10	11	12	13	14	8	9	10	11	12	13	14
15	16	17	18	19	20	21	15	16	17	18	19	20	21
22	23	24	25	26	27	28	22	23	24	25	26	27	28
29	30	31	32	33	34	35	29	30	31	32	33	34	35
36	37	38	39	40	41	42	36	37	38	39	40	41	42

Scenario 2: Cut to the Heart

Deployment: Random

3 objectives: Each player places 1 objective in their deployment zone more than 6” from a table edge and 12” from any other objective. 1 objective is placed in the middle of the table.



Cut to the Heart Bonus Point: If a player controls the center objective and their opponent's objective at the end of their player turn, they gain 1 point.

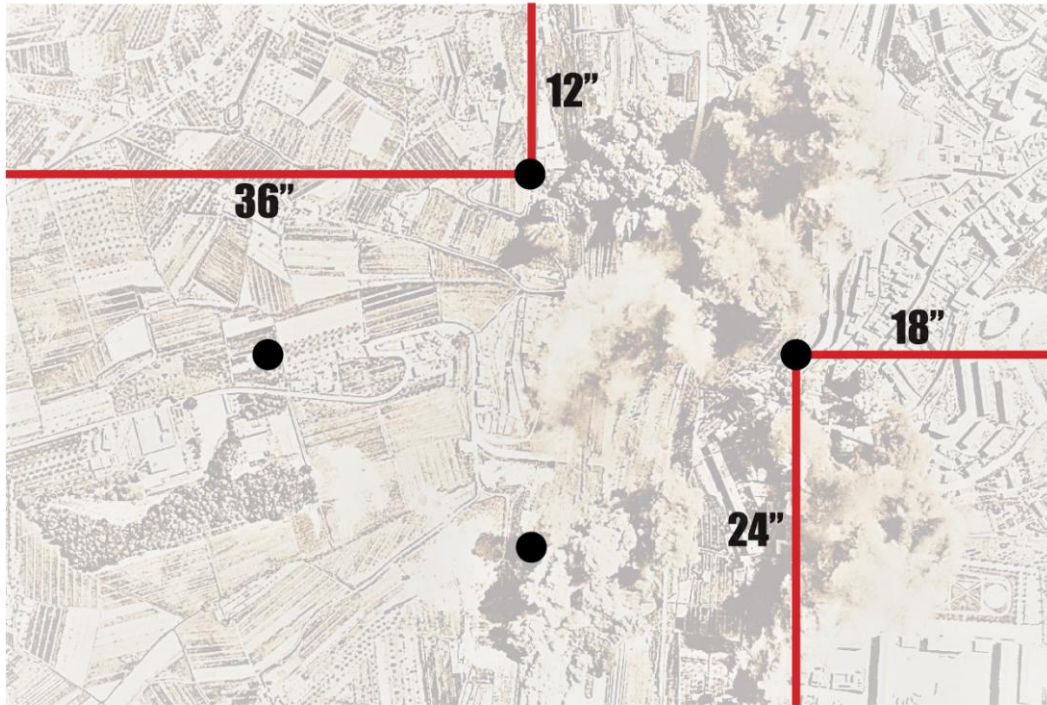
Scenario 2 Score Sheet

You				Opponent					
PRIMARY									
BATTLE ROUND 1									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 2									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 3									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 4									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 5									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 6									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
SECONDARY									
Your Secondaries				Opponent Secondaries					
Name	1	2	3	4	Name	1	2	3	4
Name	1	2	3	4	Name	1	2	3	4
Name	1	2	3	4	Name	1	2	3	4

POINT TALLY													
Yours							Opponents						
1	2	3	4	5	6	7	1	2	3	4	5	6	7
8	9	10	11	12	13	14	8	9	10	11	12	13	14
15	16	17	18	19	20	21	15	16	17	18	19	20	21
22	23	24	25	26	27	28	22	23	24	25	26	27	28
29	30	31	32	33	34	35	29	30	31	32	33	34	35
36	37	38	39	40	41	42	36	37	38	39	40	41	42

Scenario 3: Nexus Control

Deployment: Random



4 objectives placed as shown:

Nexus Control Bonus Point: If a player holds all four objectives at the end of their player turn, they score 1 point.

Scenario 3 Score Sheet

You				Opponent					
PRIMARY									
BATTLE ROUND 1									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 2									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 3									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 4									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 5									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 6									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
SECONDARY									
Your Secondaries				Opponent Secondaries					
Name	1	2	3	4	Name	1	2	3	4
Name	1	2	3	4	Name	1	2	3	4
Name	1	2	3	4	Name	1	2	3	4

POINT TALLY													
Yours							Opponents						
1	2	3	4	5	6	7	1	2	3	4	5	6	7
8	9	10	11	12	13	14	8	9	10	11	12	13	14
15	16	17	18	19	20	21	15	16	17	18	19	20	21
22	23	24	25	26	27	28	22	23	24	25	26	27	28
29	30	31	32	33	34	35	29	30	31	32	33	34	35
36	37	38	39	40	41	42	36	37	38	39	40	41	42

Scenario 4: What's Yours Is Mine

Deployment: Random

2 objectives: Each Player places 1 Take and Hold objective wholly within their deployment zone, 9" from a table edge. Take and Hold objectives are controlled by having the most units within 9" of the objective. *Objective Secured units gain no benefit in holding Take and Hold objectives.*



Take and Hold objectives are controlled by having the most *units* within 9" of the objective. objective Secured units gain no benefit in holding Take and Hold objectives.

What's Yours Is Mine Bonus Point: If a player controls both Take and Hold objectives at the end of their player turn, they gain 1 point.

Scenario 4 Score Sheet

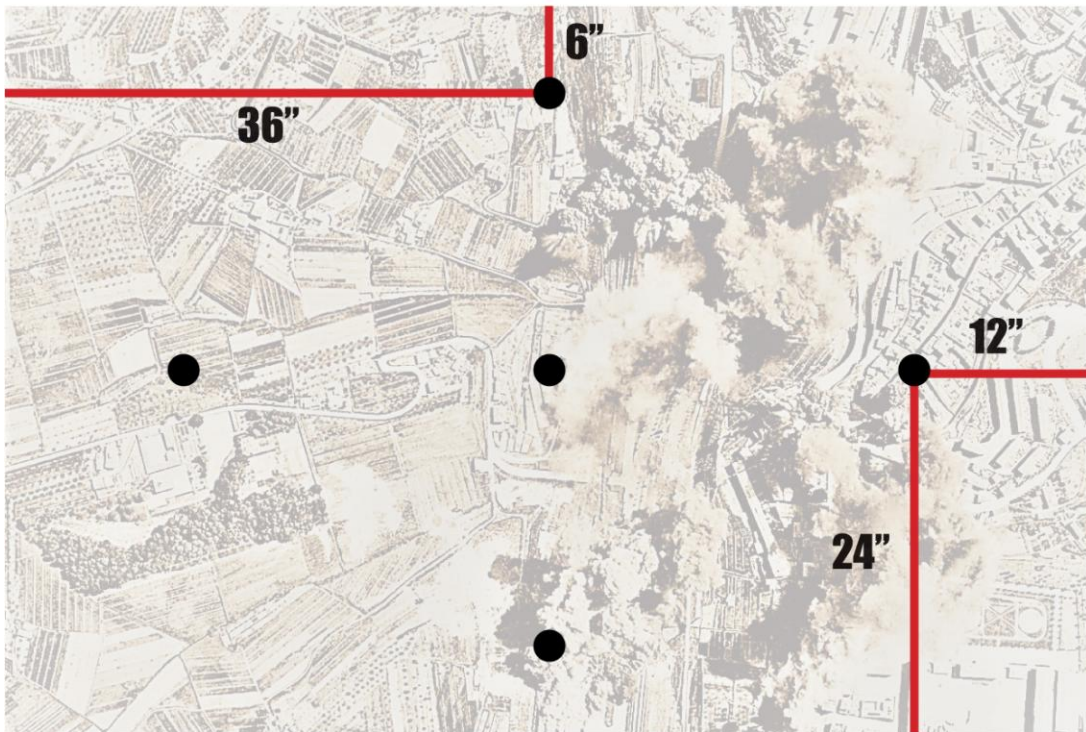
You	Opponent								
PRIMARY									
BATTLE ROUND 1									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 2									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 3									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 4									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 5									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 6									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
SECONDARY									
Your Secondaries				Opponent Secondaries					
Name	1	2	3	4	Name	1	2	3	4
Name	1	2	3	4	Name	1	2	3	4
Name	1	2	3	4	Name	1	2	3	4

POINT TALLY													
Yours							Opponents						
1	2	3	4	5	6	7	1	2	3	4	5	6	7
8	9	10	11	12	13	14	8	9	10	11	12	13	14
15	16	17	18	19	20	21	15	16	17	18	19	20	21
22	23	24	25	26	27	28	22	23	24	25	26	27	28
29	30	31	32	33	34	35	29	30	31	32	33	34	35
36	37	38	39	40	41	42	36	37	38	39	40	41	42

Scenario 5: Crucible of Champions

Deployment: Random

5 objectives placed as shown:



Crucible of Champions Bonus Point: If a player has three models with the character keyword in scoring range of three different objectives at the end of their player turn, they score 1 point.

Scenario 5 Score Sheet

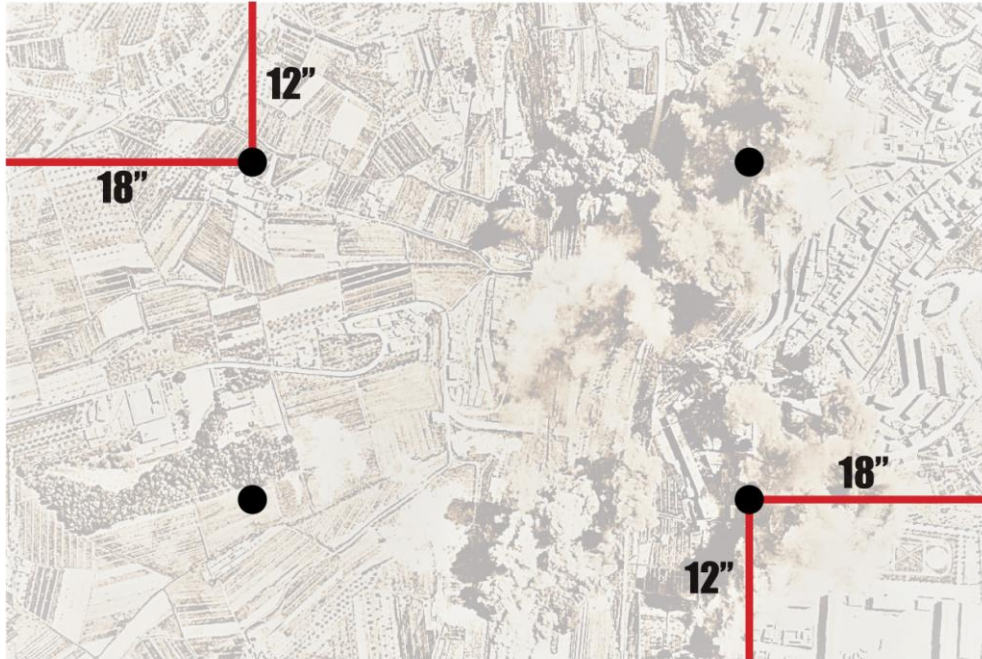
You				Opponent					
PRIMARY									
BATTLE ROUND 1									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 2									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 3									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 4									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 5									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
BATTLE ROUND 6									
Player Turn	Kill 1+	Hold 1+	Bonus	Player Turn	Kill 1+	Hold 1+	Bonus		
Battle Round End	Kill More	Hold More	Total 0-5	Battle Round End	Kill More	Hold More	Total 0-5		
SECONDARY									
Your Secondaries				Opponent Secondaries					
Name	1	2	3	4	Name	1	2	3	4
Name	1	2	3	4	Name	1	2	3	4
Name	1	2	3	4	Name	1	2	3	4

POINT TALLY													
Yours							Opponents						
1	2	3	4	5	6	7	1	2	3	4	5	6	7
8	9	10	11	12	13	14	8	9	10	11	12	13	14
15	16	17	18	19	20	21	15	16	17	18	19	20	21
22	23	24	25	26	27	28	22	23	24	25	26	27	28
29	30	31	32	33	34	35	29	30	31	32	33	34	35
36	37	38	39	40	41	42	36	37	38	39	40	41	42

Scenario 6: Precious Cargo

Deployment: Random

4 objectives placed as shown:



Precious Cargo Bonus Point: Before the game begins, each player chooses a separate objective--their *Priority Objective*--to defend starting with the player that chose their deployment zone first. After deployment zones have been determined but before deployment, each player may move their *Priority Objective* in any direction up to 6" from it's original position so long as it is more than 6" from a table edge and 12" from another objective.

If a player holds their opponent's *Priority Objective* at the end of their player turn, score 1 point.

Scenario 6 Score Sheet

You				Opponent					
PRIMARY									
BATTLE ROUND 1									
Player Turn	Kill 1+	Hold 1+	Bonus		Player Turn	Kill 1+	Hold 1+	Bonus	
Battle Round End	Kill More	Hold More	Total 0-5		Battle Round End	Kill More	Hold More	Total 0-5	
BATTLE ROUND 2									
Player Turn	Kill 1+	Hold 1+	Bonus		Player Turn	Kill 1+	Hold 1+	Bonus	
Battle Round End	Kill More	Hold More	Total 0-5		Battle Round End	Kill More	Hold More	Total 0-5	
BATTLE ROUND 3									
Player Turn	Kill 1+	Hold 1+	Bonus		Player Turn	Kill 1+	Hold 1+	Bonus	
Battle Round End	Kill More	Hold More	Total 0-5		Battle Round End	Kill More	Hold More	Total 0-5	
BATTLE ROUND 4									
Player Turn	Kill 1+	Hold 1+	Bonus		Player Turn	Kill 1+	Hold 1+	Bonus	
Battle Round End	Kill More	Hold More	Total 0-5		Battle Round End	Kill More	Hold More	Total 0-5	
BATTLE ROUND 5									
Player Turn	Kill 1+	Hold 1+	Bonus		Player Turn	Kill 1+	Hold 1+	Bonus	
Battle Round End	Kill More	Hold More	Total 0-5		Battle Round End	Kill More	Hold More	Total 0-5	
BATTLE ROUND 6									
Player Turn	Kill 1+	Hold 1+	Bonus		Player Turn	Kill 1+	Hold 1+	Bonus	
Battle Round End	Kill More	Hold More	Total 0-5		Battle Round End	Kill More	Hold More	Total 0-5	
SECONDARY									
Your Secondaries				Opponent Secondaries					
Name	1	2	3	4	Name	1	2	3	4
Name	1	2	3	4	Name	1	2	3	4
Name	1	2	3	4	Name	1	2	3	4

POINT TALLY													
Yours							Opponents						
1	2	3	4	5	6	7	1	2	3	4	5	6	7
8	9	10	11	12	13	14	8	9	10	11	12	13	14
15	16	17	18	19	20	21	15	16	17	18	19	20	21
22	23	24	25	26	27	28	22	23	24	25	26	27	28
29	30	31	32	33	34	35	29	30	31	32	33	34	35
36	37	38	39	40	41	42	36	37	38	39	40	41	42