



Y-Con 2019 Warhammer 40K Championship

Do not lose this packet! It contains all necessary missions and results sheets required for you to participate in today's tournament. It is your responsibility to hold onto and not lose this packet during the tournament. If you lose this packet, be prepared to be docked points! Please read the Basic Rules FIRST!



WARHAMMER 40,000

BATTLE ORDERS

1. Exchange Lists and Discuss Terrain Rules.
2. Generate Pre-game Abilities & Choose Tertiary Objectives: Make pre-game determinations such as Command Point expenditures, Warlord, Warlord Trait, Psychic Powers, Relics, and the like. Select and record the five (5) TERTIARY Objectives you intend to score.
3. Terrain: Terrain is not fixed; Armies roll-off and alternate placing terrain until all pieces are placed. No piece of terrain may be placed within 4" of another piece of terrain or 4" from the board edge. If the last piece of terrain does not fit players should shift the terrain in a mutually agreeable fashion.
4. Determine Deployment Style: Players either roll for deployment style (BRB 216-217), or the deployment style is dictated by the mission. See the Missions for specific instructions.
5. Place Objective Markers: Players either roll off to place objective markers or place them in accordance with mission directives. See the Missions for specific instructions.
6. Determine Deployment Zones & Deployment Order: Armies roll-off and the winner chooses their deployment zone. The other player begins deploying first.
7. Determine First Turn: The player that finished deploying first gains a +1 to the roll to go first. The winner of the roll may elect to go first or second; their opponent can attempt to seize the Initiative.

Game Length: All games will end after Battle Round 6. Do not roll to see if a game ends after Battle Round 5, or roll to see if it continues to Battle Round 7.

OBJECTIVES AND DIFFERENTIAL SCORING

PRIMARY OBJECTIVES

Eternal War Objectives: Eternal War Objectives are ALWAYS scored at the end of the game.

Progressive Objectives: Progressive Objectives are ALWAYS scored at the top of the player turn, after the first Battle Round.



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SECONDARY OBJECTIVES

Modified Kill Points: All missions include Modified Kill Points as a Secondary Objective.

Every 100 points worth of enemy units destroyed by the end of the game (rounded to the nearest 100) is worth 1 Victory Point.

Example A: 4 units worth 495 points rounds to 500/100 = 5 Victory Points

Example B: 4 units worth 650 points rounds to 700/100 = 7 Victory Points

Example C: 8 units worth 320 points rounds to 300/100 = 3 Victory Points

Example D: 1 unit worth 385 points rounds to 400/100 = 4 Victory Points

Example E: 1 unit worth 40 points rounds to 0/100 = 0 Victory Points

TERTIARY OBJECTIVES

Player-Selected Objectives: All missions include Player-Selected Tertiary Objectives. Choose any five (5) after exchanging lists, during Battle Orders Step 2. Record your chosen Tertiary Objectives on your scenario sheet. They are worth 2 Victory Points each. Some cannot be scored during Battle Round 1.

- **Slay the Warlord:** By the end of the game, destroy your opponent's Warlord. If your Opponent's Warlord is not on the table at the end of the game, it counts as destroyed.
- **Line Breaker:** At the end of the game, have one or more of your units entirely within your opponent's Deployment Zone. Flyers count for this Tertiary and do not have to be in Hover mode.
- **Solo Blood:** During the game, in the same Battle Round, destroy an enemy unit without your opponent destroying any of your units.
- **Big Game Hunter:** By the end of the game, destroy the most expensive unit in your opponent's army. If there is more than one such unit, any of them qualifies.
- **Vanguard:** At the start of any of your turns, have at least 1 of your units entirely within your opponent's Deployment Zone.
- **War to the Knife:** During any of your Fight phases, destroy 3 enemy units. This Tertiary is not scoreable during Battle Round 1.
- **Fire for Effect:** During any of your Shooting phases, destroy 3 enemy units. This Tertiary is not scoreable during Battle Round 1.
- **Lead from the Front:** At the start of any of your turns, have your Warlord within 3" of any Objective that is not in your deployment zone. Your Warlord must be completely outside your Deployment Zone.



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- **Lead from the Back:** At the end of the game, have your Warlord within 3" of any Objective that is in your Deployment zone. Your Warlord must be entirely within your Deployment Zone.
- **Advance:** At the end of any of your turns, have all of your units on the table (i.e. not in reserves) and have none of your units within your own Deployment Zone. This Tertiary is not scoreable during Battle Round 1.
- **Push them Back:** By the end of the game, destroy at least 2 enemy units that were at least partially in your deployment zone.
- **Marked for Death:** After exchanging lists, before anything else, secretly but clearly indicate (and mark down) three (3) of your opponent's units that you must destroy before the end of the game. Reveal these units to your opponent at the start of Battle Round 1.

HOW DIFFERENTIAL SCORING WORKS

At the end of the game, Armies compare total VPs earned. The difference in VPs is added to the winning Army's Battle Points and subtracted from the losing Army's Battle Points. Both Armies begin the game with 20 Battle Points. A difference of 20 VPs or greater is scored 40-0.

Example Game: Player One scores 25 total VPs and Player Two scores 18 VPs; a 7 VP differential between the two Armies.

The Example Game is scored as such:

- Player One: 27 Battle Points (20 starting +7 for VP Differential)
- Player Two: 13 Battle Points (20 starting -7 for VP Differential)

- The maximum score is 40 Battle Points; the minimum score is 0 Battle Points.
- In the case of concession, the winner is given 40 Battle Points and the other player is given 0.
- In the case of a 'wipeout' (see: Sudden Death), the winner earns 5 Victory Points and the game is scored as normal.

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MISSION 1: TARGETS OF OPPORTUNITY

READ THE ENTIRE MISSION ON PAGE 75 OF CHAPTER APPROVED 2017 PRIOR TO DEPLOYMENT

DEPLOYMENT

Please follow the Battle Orders and Game Length rules as presented in the Warhammer 40K Championship Battle Orders sheet.

Deployment: Random (refer to pages 216-217 of the Warhammer 40,000 8th edition rulebook; roll a D6)

Played-placed Objectives (6 total): During Step 5: Place Objective Markers, using objective markers 1-6, roll-off to see who places the first marker and then alternate placing markers until all six objectives markers are placed. No objective marker can be placed within 6" of the battlefield edge, or within 12" of another objective marker. These are the Primary Objective markers.

PRIMARY OBJECTIVE

Progressive Objectives: Objective control is determined by the player with the greatest number of models within 3" of the center of the objective. Worth 1 VP to the player that controls it at the start of their turn. No Progressive VPs are scored during Battle Round 1. Contested Objectives score no points for either player.

SECONDARY OBJECTIVE

Modified Kill Points: Every 100 points worth of enemy units destroyed by the end of the game (rounded to the nearest 100) is worth 1 Victory Point. See the Battle Orders sheet for scoring examples. TERTIARY

OBJECTIVES

During Battle Orders step 2, after exchanging lists, choose any five (5) Tertiary Objectives from the list below. They are worth 2 Victory Points each. Some cannot be scored during Battle Round 1.

- | | |
|---|--|
| Slay the Warlord <input type="checkbox"/> | Line Breaker <input type="checkbox"/> |
| Solo Blood <input type="checkbox"/> | Big Game Hunter <input type="checkbox"/> |
| Vanguard <input type="checkbox"/> | War to the Knife <input type="checkbox"/> |
| Fire for Effect <input type="checkbox"/> | Lead from the Front <input type="checkbox"/> |
| Lead from the Back <input type="checkbox"/> | Advance <input type="checkbox"/> |
| Push Them Back <input type="checkbox"/> | Marked for Death <input type="checkbox"/> |

SCORING TRACKER

PRIMARY OBJECTIVE

Progressive Objectives are scored at the top of the player turn, after the first Battle Round.

Player A Player B

Turn 2
Turn 3
Turn 4
Turn 5
Turn 6

Max: 30

Max: 30

TOTAL

SECONDARY OBJECTIVE

Total Point Value of all Enemy Units Destroyed (rounded to nearest 100)

/100

TOTAL Max: 20

TERTIARY OBJECTIVES

Total Number of Tertiary Objectives Achieved

X2

TOTAL Max: 10

OVERALL TOTAL Max: 60

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MISSION 2: RACE TO VICTORY

READ THE ENTIRE MISSION ON PAGE 77 OF CHAPTER
APPROVED 2017 PRIOR TO DEPLOYMENT

DEPLOYMENT

Please follow the Battle Orders and Game Length rules as presented in the Warhammer 40K Championship Battle Orders sheet.

Deployment: Random (refer to pages 216-217 of the Warhammer 40,000 8th edition rulebook; roll a D6)

Played-placed Objectives (6 total): During Step 5: Place Objective Markers, using objective markers 1-6, roll-off to see who places the first marker and then alternate placing markers until all six objective markers are placed. No objective marker can be placed within 6" of the battlefield edge, or within 12" of another objective marker. These are the Primary Objective markers.

PRIMARY OBJECTIVE

Progressive Objectives: Objective control is determined by the player with the greatest number of models within 3" of the center of the objective. Worth 1 VP to the player that controls it at the start of their turn. No Progressive VPs are scored during Battle Round 1. Contested Objectives score no points for either player.

SECONDARY OBJECTIVE

Modified Kill Points: Every 100 points worth of enemy units destroyed by the end of the game (rounded to the nearest 100) is worth 1 Victory Point. See the Battle Orders sheet for scoring examples. TERTIARY

OBJECTIVES

During Battle Orders step 2, after exchanging lists, choose any five (5) Tertiary Objectives from the list below. They are worth 2 Victory Points each. Some cannot be scored during Battle Round 1.

- | | | | |
|--------------------|--------------------------|---------------------|--------------------------|
| Slay the Warlord | <input type="checkbox"/> | Line Breaker | <input type="checkbox"/> |
| Solo Blood | <input type="checkbox"/> | Big Game Hunter | <input type="checkbox"/> |
| Vanguard | <input type="checkbox"/> | War to the Knife | <input type="checkbox"/> |
| Fire for Effect | <input type="checkbox"/> | Lead from the Front | <input type="checkbox"/> |
| Lead from the Back | <input type="checkbox"/> | Advance | <input type="checkbox"/> |
| Push Them Back | <input type="checkbox"/> | Marked for Death | <input type="checkbox"/> |

SCORING TRACKER

PRIMARY OBJECTIVE

Progressive Objectives are scored at the top of the player turn, after the first Battle Round.

Player A

Player B

Turn 2
Turn 3
Turn 4
Turn 5
Turn 6

Max: 30

Max: 30

TOTAL

SECONDARY OBJECTIVE

Total Point Value of all Enemy Units Destroyed (rounded to nearest 100)

/100

TOTAL Max: 20

TERTIARY OBJECTIVES

Total Number of Tertiary Objectives Achieved

X2

TOTAL Max: 10

OVERALL TOTAL Max: 60

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MISSION 3: RECON

READ THE ENTIRE MISSION ON PAGE 79 OF CHAPTER APPROVED 2017 PRIOR TO DEPLOYMENT

DEPLOYMENT

Please follow the Battle Orders and Game Length rules as presented in the Warhammer 40K Championship Battle Orders sheet.

Deployment: Random (refer to pages 216-217 of the Warhammer 40,000 8th edition rulebook; roll a D6)

Played-placed Objectives (6 total): During Step 5: Place Objective Markers, using objective markers 1-6, roll-off to see who places the first marker and then alternate placing markers until all six objective markers are placed. No objective marker can be placed within 6" of the battlefield edge, or within 12" of another objective marker. These are the Primary Objective markers.

PRIMARY OBJECTIVE

Progressive Objectives: Objective control is determined by the player with the greatest number of models within 3" of the center of the objective. Worth 1 VP to the player that controls it at the start of their turn. No Progressive VPs are scored during Battle Round 1. Contested Objectives score no points for either player.

SECONDARY OBJECTIVE

Modified Kill Points: Every 100 points worth of enemy units destroyed by the end of the game (rounded to the nearest 100) is worth 1 Victory Point. See the Battle Orders sheet for scoring examples. TERTIARY

OBJECTIVES

During Battle Orders step 2, after exchanging lists, choose any five (5) Tertiary Objectives from the list below. They are worth 2 Victory Points each. Some cannot be scored during Battle Round 1.

- | | |
|---|--|
| Slay the Warlord <input type="checkbox"/> | Line Breaker <input type="checkbox"/> |
| Solo Blood <input type="checkbox"/> | Big Game Hunter <input type="checkbox"/> |
| Vanguard <input type="checkbox"/> | War to the Knife <input type="checkbox"/> |
| Fire for Effect <input type="checkbox"/> | Lead from the Front <input type="checkbox"/> |
| Lead from the Back <input type="checkbox"/> | Advance <input type="checkbox"/> |
| Push Them Back <input type="checkbox"/> | Marked for Death <input type="checkbox"/> |

SCORING TRACKER

PRIMARY OBJECTIVE

Progressive Objectives are scored at the top of the player turn, after the first Battle Round.

Player A

Player B

Turn 2
Turn 3
Turn 4
Turn 5
Turn 6

Max: 30

Max: 30

TOTAL

SECONDARY OBJECTIVE

Total Point Value of all Enemy Units Destroyed (rounded to nearest 100)

 /100

TOTAL Max: 20

TERTIARY OBJECTIVES

Total Number of Tertiary Objectives Achieved

X2

TOTAL Max: 10

OVERALL TOTAL Max: 60