



DaBoyz GT 2010

Mission #2: Devastation!

Overview

The field of battle has several objectives that are needed to continue the up and coming battle plans.

Line of Retreat

Units that fallback will do so towards the owning players nearest deployment zone.

Game Length

Random game length – at the end of turn 5 roll a die on a 3+ the 6th turn is played. At the end of turn 6 roll a die on a 4+ the 7th turn is played.

The maximum game length is 7 turns or when time is called.

Deployment (Pitched Battle)

Note: Before setup read and complete the selection in the tactical bonus section of the mission.

Both players roll a D6. The winner of the roll chooses to go first or second. The player that chooses to go first then deploys his force in the corner of the table. They may deploy their forces within a triangle formed by that corner, and 18 inches from the two adjacent corner. The opposing player gets a triangle on the opposite corner. Deploy units as normal.

Players must declare all units entering the game using the **deep strike, reserves, and outflanking** special rules after they set up.

Once both forces are deployed, players first alternate deploying **infiltrators** and then alternate making any **scout** moves.

Special Rules

Infiltrate, Deep Strike, Reserves, Scouts.

Objectives

Note: This mission is not broken up into Primary, Secondary and Tertiary objectives; but instead has two Primary objectives of equal value.

Primary 1: (Kill Points): You must score more kill points than your opponent as per the 5th edition 40k rules. Scoring: Win = 20, Draw =10, and Loss = 0.

Primary 2: (Victory Points): The player must score at least 650 more points than their opponent as per 5th edition 40k rules. Scoring: Win = 20, Draw =10, and Loss = 0.

Tactical Bonuses

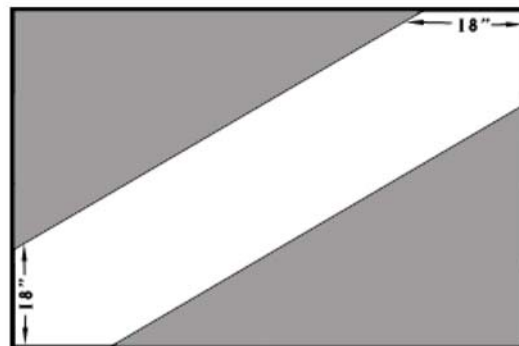
In the beginning of the game, before any units are deployed you must pick one of the following goals. Your goal is selected in secret from your opponent and not revealed until the end of the game. Check the box (in pen) before the game starts of the objective you are selecting. You are also trying to determine, and stop, your opponent from achieving his goal.

- Rule the center (Control the center of the battlefield with an uncontested scoring unit)
- Get in their face (have at least 4 units in your opponents deployment zone at the end of the game)
- Control the field of battle (more table quarters as per 5th edition rulebook)

The Tactical bonus is worth 0-3 points as follows:

If you succeed in your secret mission +2 points.

If you prevent your opponent from succeeding in their mission +1 points.





DaBoyz Warhammer 40K GT Results for Scenario #2 Devastation

	Win	Draw	Lose
Your Primary #1 Objective Battle Result: (Circle One) Scoring: Kill Points	20 Points	10 points	0 Points
	Win	Draw	Loss
Your Primary #2 Objective Battle Result : (Circle One) Note: Victory Points	+ 20 Points	+ 10 Points	0 Points
Tactical Bones Points Earned (+0, +1, +2, +3) Note: Add up Bonus Points			
Total Battle Points Earned (Add up totals from previous 3 lines):			

Have your Opponent double check your results above. Have them sign below and acknowledge that the results circled above are accurate and correct.

Opponents' Signature: _____

Sportsmanship (fill in at judges table)

	This was a typical game and would not mind playing this person again.
	<p>I did not have a good game and would not like to play this person again. Some of reasons I would like to not play this person again are:</p> <p>He/she did not share there army list before hand.</p> <p>He/she did not have all needed play materials (dice, templates, army list, rules for their army, rules for the game)</p> <p>He/she did not measure accurately for both model moves and shooting distances.</p> <p>He/she not in good humor and amicable when not concentrating on strategy or planning out moves.</p> <p>Was he/she not consistent about game procedures, such as re-rolling cocked dice or picking up failed dice?</p> <p>Did they have Gamer etiquette: Did your opponent handle your dice or models with out your permission? Was he/she rolling dice very quickly so you could not see? Where they being rolled in areas you could not see (by standing up).</p> <p>Please note, if this box is checked, then a judge will ask you why.</p>