



# DaBoyz GT 2010

## Mission #1: Lost Artifact

Primer Mission

### Overview

The field of battle has several objectives which are needed to continue 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

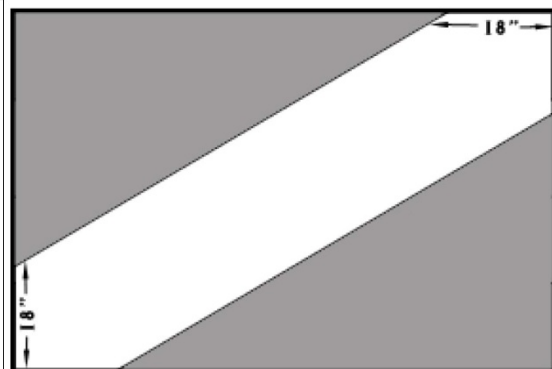
Both players roll a D6. The winner of the roll chooses to go first or second. The player who goes first then deploys his force in the corner of the table of his choosing. Deploy forces within a triangle formed by that corner, and 18 inches from the two adjacent corners. The opposing player gets a triangular deployment zone on the opposite corner.

Deploy units as normal.

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

The player with the first turn now begins this turn. The opposing player may choose to seize the initiative. At all times, armies must follow all special deployment rules specific to their codex.

**Capture Terrain:** Terrain pieces need to be captured for the Tertiary objective. Discuss what terrain pieces can be captured before deployment.



### Special Rules

#### Infiltrate, Deep Strike, Reserves, Scouts, and Objective Markers

**Objective Markers:** The scenario has 6 objectives. Objectives are not placed before deployment. At the beginning of each player's first turn, they will deep strike 3 objectives onto the tables. Scattering them 2D6. Rolling a hit will still scatter the objective. The deep strike is unaffected by army special rules or war gear. Objectives may not be placed within 12 inches of a board edge before rolling to scatter. Objectives landing on top of units are placed there, but assumed to be on the ground. Objectives cannot be placed on impassable terrain or higher than ground level. If an objective scatters onto impassable terrain, then reduce the scatter distance by the minimum required in order to avoid the impassable terrain. During the game each marker may be searched by a unit (any unit, this includes vehicles) in base contact in lieu of their shooting during the shooting phase. More than one unit can search an objective. A unit can not search several objectives.

During turns 1 through 4 the result of a six on a D6 signals that you have found the lost artifact. On turns 5 through 7 the result of a five or a six on a D6 signals that you have found the lost artifact. Remove all other remaining markers once the artifact is found. Only troops may control the artifact and it may not be moved. A unit must be in **base contact** to control or contest the artifact objective.

### Objectives

**Primary (Objective Markers):** Controlling the artifact is worth 20 points. If the artifact becomes contested (by any type of unit in **base contact**) each player receives 10 points. If the artifact is not found, the player who searched the most markers gets 10 points. If tied, both players get 10 points. If no markers were searched both players get zero points.

**Secondary (Kill Points):** Score more Kill Points than your opponent.

Scoring: Win = 15, Draw = 10, and Loss = 0.

**Tertiary (Capture Terrain):** Control as much terrain as possible. Units do not need to be scoring to control terrain. Win = 10, Tie (Contested) = 5, Loss = 0.

### Tactical Bonuses

- +1 If you win the primary and it was one your opponents objectives.
- +1 If your opponent has no troops left at the end of the game.
- +1 if the objective was found on the first 4 turns (both players can get this bonus points)



## DaBoyz Warhammer 40K GT Results for Scenario XXXX Lost Artifact

	Win	Draw	Lose
<b>Your Primary Objective Battle Result:</b> (Circle One) Scoring: Controlling the Artifact.	20 Points	10 points	0 Points
	Win	Draw	Loss
<b>Your Secondary Objective battle Result:</b> (Circle One) Note: Kill points	+ 15 Points	+ 7 Points	0 Points
Your Tertiary Objective: (Circle One) Note: control more pieces of terrain	+10 points	Contested +5 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 4 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><b>Please note, if this box is checked, then a judge will ask you why.</b></p>