



DaBoyz GT 2010

Test Mission #3: Spear Head

Primer Mission

Overview

The battle plan calls for punching through the enemy's lines. To do so, your army had deployed a spear head to break through.

Line of Retreat

Units that fallback will do so towards the owning players nearest 4'-0" table edge (i.e. short edge).

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.

Each game will be given 2 ½ hours from start to finish. Players should not begin a new turn if there is insufficient time remaining to complete the turn.

Deployment (Spearhead)

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 wholly within one of the two spear heads, while still staying 12 or more inches from the table's center point. They must then declare any and all units entering the game using the **deep strike, reserves, and outflanking** special rules. Reserves enter from your long board edge.

The other player then deploys their force wholly with the opposite spear head while staying 12 or more inches from the table's center point. They must then declare all units entering the game using the **deep strike, reserves, and outflanking** special rules.

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.

Special Rules

Infiltrate, Deep Strike, Reserves, Scouts, Break through, and Rush your opponent.

Outflanking: Outflanking units will arrive on long table edge unless their rule state otherwise (i.e. Wolf Scouts arrive along short edge as it is opponents back line)

Break Through: Have more of your units in your opponent's deployment zone then they have in yours.

Rush your Opponent: The player with the closest unit to their own table edge (4'-0" edge) loses. Fleeing units that may not rally or immobilized vehicles do not count toward this.

Objectives

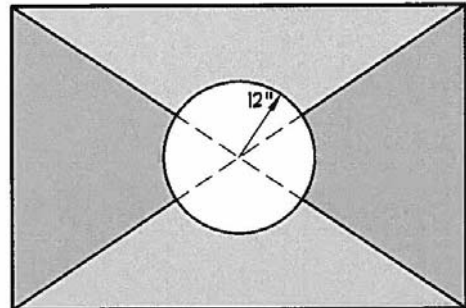
Primary (Break Through): Scoring: This objective is based on getting more units into your opponent's deployment zone than they have in yours = 20 points. Transports do not count toward this unless they have a unit inside and still only count as 1. If both players have the same number of units in their opponent's deployment = 10 points. If you have fewer or no units in your opponent's deployment zone than they have in yours = 0 points (NOTE: it is not a tie if both players have zero units in the opponent's deployment zone; instead, both players failed to break through and both get 0 points).

Secondary (Victory Points): Scoring: Major Win (score 1000 or more victory pts than opponent) = 15, Minor Win (score 500-999 more victory pts than opponent) =7, Draw (score with in 499 victory pts of your opponent)=3, and Loss (lost by 500 or more victory points) = 0.

Tertiary (Rush Opponent): See special rules. Scoring: Win = 10, Loss = 0.

Tactical Bonuses

- +1 if your opponent has no units in your deployment zone.
- +1 if you made one or more of their units flee off the table.
- +1 if your whole army is in the enemy deployment zone





DaBoyz Warhammer 40K GT Results for Scenario #3 Spear Head

	Win	Draw	Lose
Your Primary Objective Battle Result: (Circle One) Scoring: Controlling the Artifact.	20 Points	10 points	0 Points
	Win	Draw	Loss
Your Secondary Objective battle Result: (Circle One) Note: Victory Points	+ 15 Points	+ 7 Points	0 Points
Your Tertiary Objective: (Circle One) Note: Rush your opponent	+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>Please note, if this box is checked, then a judge will ask you why.</p>