

# 2019 MICHIGAN GT 40K CHAMPIONSHIPS PRIMER MISSIONS



**NOTE: THESE MISSIONS ARE INTENDED TO GIVE PLAYERS A CHANCE TO GET A FEEL FOR THE MISSIONS THAT WILL BE USED AT THE 2019 MICHIGAN GT 40K CHAMPIONSHIPS. THEY CAN (AND MOST LIKELY WILL) BE CHANGED BETWEEN THEIR RELEASE AND THE EVENT ITSELF. WE WELCOME COMMENTS FROM PLAYERS ABOUT THESE MISSIONS, EITHER THROUGH OUR FACEBOOK DISCUSSIONS PAGE OR BY EMAILING US AT [40K@MICHIGANGT.COM](mailto:40K@MICHIGANGT.COM).**

## MICHIGAN GT—WARHAMMER 40K CHAMPIONSHIPS—GENERAL INSTRUCTIONS

### Pre-Game Instructions:

1. Players should exchange army lists and select all pre-game stratagems, warlord trait, psychic powers, etc. Each player will also remove six (6) cards from his or her tactical objective deck.
2. **Pre-Game Roll #1:** Both players roll d6, re-rolling any ties.
3. **Secondary Objectives:** Starting with the high roller from step 2, players alternate choosing secondary objectives, until each player has 3. Each objective may only be picked once—i.e. if one player chooses “Final Blitz,” the other player may not choose that objective.
4. **Place Terrain:** Starting with the high roller from Pre-Game Roll #1, players alternate placing terrain. Terrain must be placed at least 4” away from the table edge or any other terrain already been placed.
5. **Place Objective Markers:** If player-placed objectives are used, starting with the low roller from Pre-Game Roll #1, players alternate placing objective markers. (NOTE: check mission rules for any special instructions). Objectives must be placed on ground level, may not be placed in impassable terrain, and must be at least 6” away from any table edge and 12” from any other objective marker.
6. **Pre-Game Roll #2:** Both players roll d6 again, re-rolling any ties.
7. **Pick Deployment Zones:** The high roller from Pre-Game Roll #2 picks a deployment zone (See mission rules).
8. **Deploy Armies:** Starting with the low roller of Pre-Game Roll #2, deploy armies. Players alternate deploying units as normal.
9. **Roll for first turn!** Both players roll a d6. The player who finished setting up their army first adds 1 to their roll. The winner may choose whether to take the first or second turn. If the winner goes first, his/her opponent can attempt to seize the initiative on a 6 and go first instead.

### Calculating Battle Points

Calculate the VP differential (i.e. if player one scored 20 VPs, and

player two scored 12 VPs, the differential is 8). The player with more VPs adds the differential to 25, while the player who scored lower subtracts the differential from 25. (i.e. the players score 33 and 17 battle points, respectively).

If a player is has no models left (excluding flyers and unoccupied fortifications), the game ends after tactical objectives are scored. The survivor receives bonus VP of (5 - [turn the game ends]) x 4. Endgame and secondary objectives are scored as normal. A player who concedes automatically scores 0 battle points and his/her opponent automatically achieves all endgame and secondary objectives.

### Tactical (I.e. Maelstrom) Objective Modifications

Players may immediately discard unachievable objectives and draw a replacement. The potential arrival of unspecified units, such as summoned units, does not count as achievable. Objectives awarding d3 VPs instead award 2 VPs. *Refined Strategy* from CA2018.

### Secondary Objectives

**Decapitating Strike**—Kill the enemy warlord by the end of the game while keeping your warlord alive until the end of the game.

**Opening Dominance**—Destroy more of your opponent’s units in the first battle round than your opponent does of yours.

**Final Blitz**—Have more units in your opponent’s DZ at the end of the game than your opponent has in your DZ.

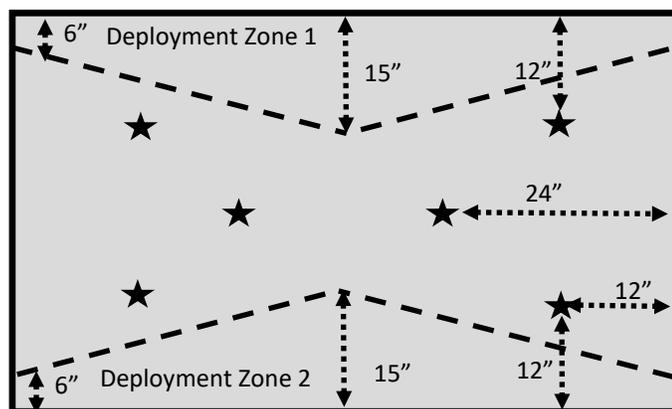
**King of the Hill**—Have more units within 6” of the center of the table at the end of the game than your opponent

**Marked for Death**—Kill your opponent’s most expensive unit by the end of the game while keeping your most expensive unit alive. If multiple units have the same points cost, killing any of them will satisfy this objective.

**Take and Hold**—By the end of the game, control more terrain features than your opponent (by having a unit wholly on that terrain feature without your opponent doing the same)

## 2019 MICHIGAN GT PRIMER MISSION 1

### Deployment Zone: Frontline Assault



**Objective Placement:** Four Objectives are placed 12” in and 12” up from each table corner. The other 2 are place on the center-line 24” in from each short table edge

**Tactical Objectives:** If, at the start of a player’s turn, that player has less than three tactical objectives, he/she must generate tactical objectives until they have 3 active tactical objectives. No tactical objective will be drawn after turn 5.

**Endgame Objectives:** At the end of the game, each objective held is worth 2 VPs.

**Secondary Objectives:** Each secondary objective achieved is worth 3 points.

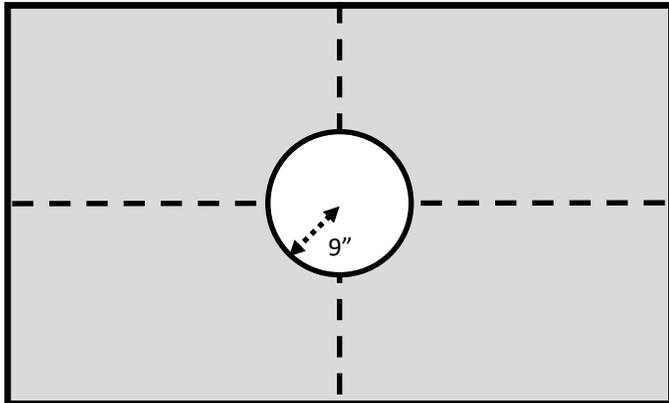
**Special Rules/Stratagems:** None.

### Game Length:

Games last 6 turns or when time is called.

## 2019 MICHIGAN GT PRIMER MISSION 2

**Deployment Zone: Front Line Assault**



**Objective Placement:** Players alternate placing objectives. Normal restrictions apply

**Tactical Objectives:** At the beginning of turns 1-5, players draw tactical objectives until they hold 4 tactical objectives. Your opponent must then immediately choose one card in your hand you must discard. No tactical objectives will be drawn after turn 5.

**Endgame Objectives:** Table quarters – A player holds a table quarter by having a unit entirely within the table quarter, with no enemy units entirely in that table quarter. Characters with less than 10 wounds

and units with the transport or flyer battlefield role may not hold or contest objectives. Each table quarter held is worth 3 VPs.

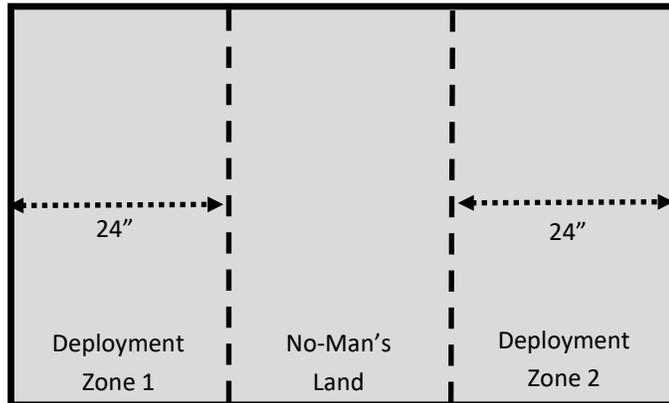
**Secondary Objectives:** Each secondary objective achieved is worth 3 points.

**Special Rule—Mission Stratagem: “Not So Fast...”** - Players may spend 1 CP to stop their opponent from choosing a tactical objective to discard and may discard the tactical objective of their choice

**Game Length:**  
Random game length or when time is called.

## 2019 MICHIGAN GT PRIMER MISSION 3

**Deployment Zone: Hammer and Anvil**



**Objective Placement:** Each player places 1 objective marker in DZ1, 1 objective marker in DZ2, and 1 objective marker in “No-Man’s Land.”

**Tactical Objectives:** Each turn, players will draw tactical objectives until they hold a number of objectives equal to the turn number. No objectives will be drawn after turn 5.

**Endgame Objective—Kill Them All!**

**Kill Points** – Each enemy unit killed is worth 1 VP for every 5 PL, rounding up.

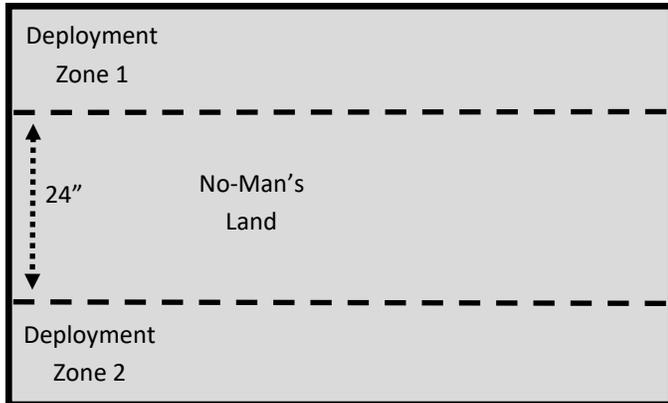
**Secondary Objectives:** Each secondary objective achieved is worth 3 points.

**Special Stratagem-“Target Priority”** - after deployment, but before the first battle round, each player picks one battlefield role. (i.e. HQ/Elites/Troops/Fast Attack/Heavy Support/Flyer/Fortification/Lord of War) Each enemy unit from that battlefield role is worth one extra VP if killed.

**Game Length:**  
Games last 6 turns or when time is called.

## 2019 MICHIGAN GT PRIMER MISSION 4

### Deployment Zone: Dawn of War



**Objective Placement:** Players roll off, the winner may either pick his/her deployment zone or place all 6 objective markers. Place objective markers before picking deployment zone.

**Tactical Objectives:** If a player has less than three tactical objectives, at the start of his/her turn, generate tactical objectives until he/she has 3 active tactical objectives.

**Endgame Objectives:** After objectives are placed each player secretly picks one objective outside of their DZ to be worth 4 points and a different objective (any of the 5 remaining) to be worth 1 point. All

other objectives are worth 2 points. Reveal these selections at the start of the first battle round.

**Secondary Objectives:** Each secondary objective achieved is worth 3 points.

### Special Rules—

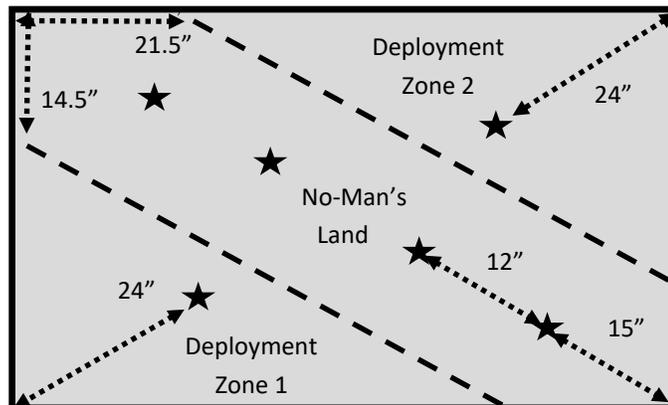
**Battlezone: “Hurricane”** – A storm blows for the first 2 battle rounds and units gain a bonus in the shooting phase, based on how far away they are from the shooting unit. 0”-12” no bonus; >12”-24” +1 save; >24”-36” +2 save; >36” +3 save. Note: A 1 always fails, and invulnerable saves are not affected. A unit in multiple range bands receives the lesser bonus. Neither cover nor the “Prepared Positioning” Stratagem stack with this bonus.

**Mission Stratagem: “Eye of the Storm”** - At the beginning of the shooting phase, spend 2 CPs to negate the battlezone effect for one enemy unit until the end of that shooting phase.

**Game Length:** Random game length or when time is called.

## 2019 MICHIGAN GT PRIMER MISSION 5

### Deployment Zone: Vanguard Strike



**Objective Placement:** 1 objective is placed 24” from the corner of each deployment zone measured along the line drawn to the opposite corner. The other objectives are placed across the center line, at 15” and 27” from each non-deployment zone table measured across the line drawn to the opposite corner.

**Tactical Objectives:** Each player draws 15 tactical objectives at the beginning of their first turn. Only 4 tactical objectives can be scored in each battle round, and no more than 3 in any given turn. You cannot claim multiple “secure or defend objective ‘X’” objectives in the same player turn.

**Endgame Objective: Picking up the Pieces!** At the end of the game, objective markers that began in no-man’s land are worth 3 VP each. All other objectives are worth 1 VP each.

**Secondary Objectives:** Each secondary objective achieved is worth 3 points.

**Special Rule: “Relics!”** - The 4 objective markers in no man’s land act as relics per the main rulebook (Eternal War mission 6). A unit can only hold one relic at a time.

**Game Length:** Games last 6 turns or when time is called.