

2019 MICHIGAN GT 40K CHAMPIONSHIPS MISSION PACK



SATURDAY

7:30 – 8:45: Registration/Check-In
8:45 – 9:00: Announcements
9:00 – 12:00: Game 1
12:00 – 1:00: Lunch Break
1:00 – 4:00: Game 2
4:00 – 4:30: Break
4:30 – 7:30: Game 3

SUNDAY

9:00 – 12:00: Game 4
12:00 – 1:00: Lunch Break
1:00 – 4:00: Game 5
4:00 – 4:30: Break
4:30: Final Awards

MIGT-WH40K CHAMPIONSHIPS-GENERAL INSTRUCTIONS

PRE-GAME INSTRUCTIONS:

1. Players should exchange army lists and select all pre-game stratagems, warlord trait, psychic powers, etc. At this time, 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.
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.
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, with the player who finished setting up their army first adding 1 to their roll. The winner of the roll off chooses whether or not to go first. 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 OBJECTIVE RULES ADDENDUM

- Players must use the tactical objective desk for their Warlord's army.
- 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.
- The "New Orders" stratagem from page 226 of the main rulebook may be used at the beginning of any of your turns even if the mission does not otherwise allow for objectives to be discarded.
- *Refined Strategy* from CA2018 is in effect.

SECONDARY OBJECTIVES

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

Opening Dominance—Destroy more opposing 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.

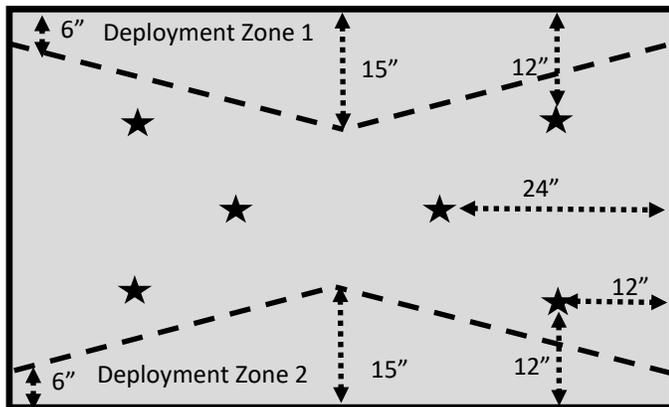
King of the Hill—Have more units within 6" of the center of the table at the end of the game than your opponent

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—Control more terrain features than your opponent at the end of the game, by having a unit wholly on the feature without your opponent doing the same).

2019 MICHIGAN GT WARHAMMER 40K 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 placed 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.

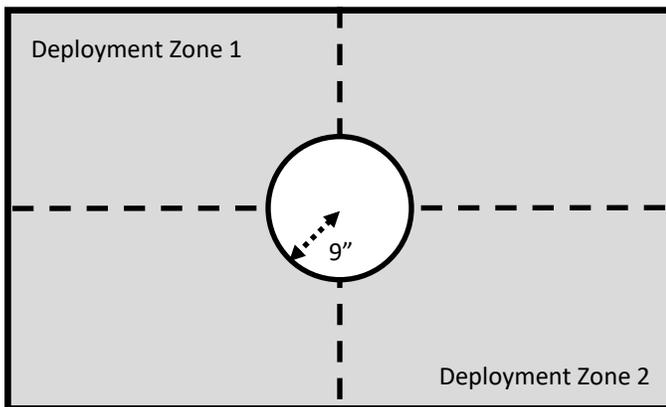
Game Length:

Games last 6 turns or when time is called.

Bonus Reward-I Shall Rise Again! Hopefully, a bad start doesn't set the tone for the weekend. To make sure of it, the first player to be completely wiped out in this mission wins a bonus prize. To claim your prize, you must raise both hands into the air and chant "I SHALL RISE AGAIN!" as loudly as you can, until a tournament judge comes over to your table. Nearby tables are encouraged to join in, whistle, slow clap, or otherwise make encouraging noises!

2019 MICHIGAN GT WARHAMMER 40K MISSION 2

Deployment Zone: Search and Destroy



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 then immediately chooses 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 table quarters. 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

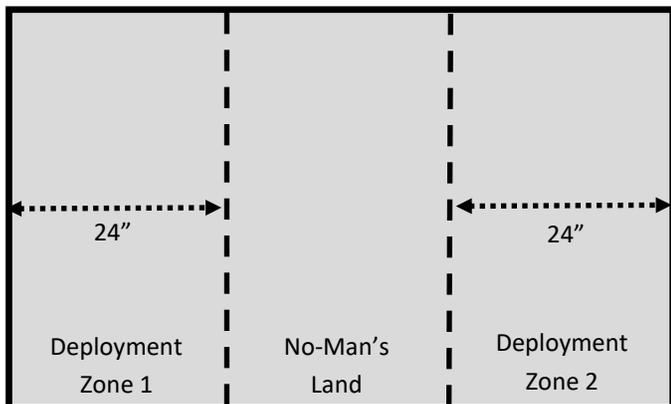
Game Length:

Random game length or when time is called.

Bonus Reward-Come Back You Cowards! The first player in this round who removes the last model from a unit due to a failed Morale role wins a prize. To claim your prize, you must raise both hands into the air and chant "COME BACK YOU COWARDS" until a tournament judge comes over to your table. Nearby tables are encouraged to join in, whistle, slow clap, or otherwise make encouraging noises!

2019 MICHIGAN GT WARHAMMER 40K MISSION 3

Deployment Zone: Hammer and Anvil



Objective Placement: Each player places 1 objective marker in DZ1, DZ2, and “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 can spend 1 CP to pick 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. For 3 CP, a player can pick two battlefield roles.

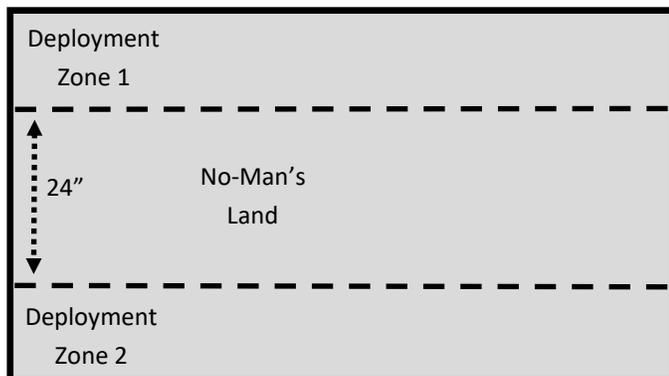
Game Length:

Games last 6 turns or when time is called.

Bonus Reward-Revenge! The first player to lose a character in close combat with an opposing character wins a prize. To claim your prize, raise both hands into the air and chant “Revenge!” until a tournament judge comes over to your table. Nearby tables are encouraged to join in and make encouraging noises!

2019 MICHIGAN GT WARHAMMER 40K 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: Each turn, 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. No objectives will be drawn after turn 5.

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 to their armor save in the shooting phase: based on their distance 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. No other armor bonuses can be applied.

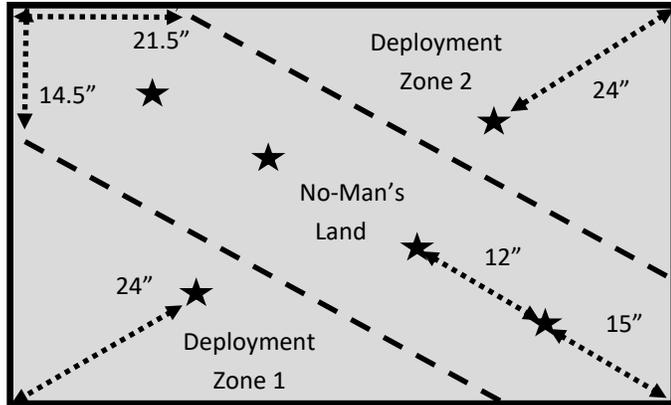
Mission Stratagem: “Eye of the Storm” - At the beginning of the shooting phase, spend 2 CPs to negate the hurricane for one enemy unit until the end of that shooting phase.

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

Bonus Reward-Yahtzee! Sometimes the dice hate you. The first player to roll 5 or more 1s when rolling 10 or fewer dice wins a prize. To claim your prize, you must raise both hands into the air and chant “Yahtzee!” until a judge comes over. Nearby tables are encouraged to join in or make encouraging noises!

2019 MICHIGAN GT WARHAMMER 40K 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 (although you can secure or defend different objectives in the same 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 can be picked up by any infantry model that moves into contact with it. From that point, the objective remains with the model (move the objective with the model to show this) until it is dropped, which only happens if the model is slain or flees. A model with the Relic cannot embark in a **TRANSPORT**, leave the battlefield, or move further than 9" in any single phase for any reason. A unit can only carry one objective at any given time.

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

Bonus Reward-Prepare for Glory! Characters lead from the front! The first player to lose all *Characters* wins a prize. To claim your prize, you must raise both hands into the air and chant "Glorious!" until a tournament judge comes over to your table. Nearby tables are encouraged to join in, whistle, slow clap, or otherwise make encouraging noises!

MICHIGAN GT 40K CHAMPIONSHIPS OPPONENT TRACKER

1	
2	
3	
4	
5	

This tracker is solely to help players keep track of their opponents throughout the weekend.

Player's Choice Vote

Please nominate an army from all the fine armies represented here today. Your vote will help determine who the "Best Army" award will go to!

MICHIGAN GT SCORING SHEET MISSION 5		
TABLE NUMBER:	YOUR NAME:	OPPONENT'S NAME:
TACTICAL VPS EARNED:		
ENDGAME VPS EARNED:		
SECONDARY VPS EARNED:		
TOTAL VPS:		

VP DIFFERENTIAL: (SUBTRACT THE LOW VP TOTAL ABOVE FROM THE HIGH VP TOTAL)	
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The player who scored more VPs adds the differential to 25 (to a maximum of 50) while the player who scored less VPs subtracts the differential from 25 (to a minimum of 0).

YOUR BATTLE POINTS: (25 +/- VP DIFFERENTIAL)	OPPONENT'S BATTLE POINTS: (25 +/- VP DIFFERENTIAL)

Verify that (1) your VP totals match those on your opponent's scoring sheet, and (2) that the Battle Points above are correct, then sign below.

SPORTSMANSHIP SCORING: (PICK ONE)	
REGARDLESS OF WHO WON, MY OPPONENT SHOWED, AT THE VERY LEAST, ACCEPTABLE SPORTSMANSHIP.	
I WOULD RATHER GOUGE OUT MY EYES WITH A RUSTY SPOON THAN PLAY THIS OPPONENT AGAIN.	

MICHIGAN GT SCORING SHEET MISSION 4		
TABLE NUMBER:	YOUR NAME:	OPPONENT'S NAME:
TACTICAL VPS EARNED:		
ENDGAME VPS EARNED:		
SECONDARY VPS EARNED:		
TOTAL VPS:		

VP DIFFERENTIAL: (SUBTRACT THE LOW VP TOTAL ABOVE FROM THE HIGH VP TOTAL)	
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The player who scored more VPs adds the differential to 25 (to a maximum of 50) while the player who scored less VPs subtracts the differential from 25 (to a minimum of 0).

YOUR BATTLE POINTS: (25 +/- VP DIFFERENTIAL)	OPPONENT'S BATTLE POINTS: (25 +/- VP DIFFERENTIAL)

Verify that (1) your VP totals match those on your opponent's scoring sheet, and (2) that the Battle Points above are correct, then sign below.

SPORTSMANSHIP SCORING: (PICK ONE)	
REGARDLESS OF WHO WON, MY OPPONENT SHOWED, AT THE VERY LEAST, ACCEPTABLE SPORTSMANSHIP.	
I WOULD RATHER GOUGE OUT MY EYES WITH A RUSTY SPOON THAN PLAY THIS OPPONENT AGAIN.	

MICHIGAN GT SCORING SHEET MISSION 3		
TABLE NUMBER:	YOUR NAME:	OPPONENT'S NAME:
TACTICAL VPS EARNED:		
ENDGAME VPS EARNED:		
SECONDARY VPS EARNED:		
TOTAL VPS:		

VP DIFFERENTIAL: (SUBTRACT THE LOW VP TOTAL ABOVE FROM THE HIGH VP TOTAL)	
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The player who scored more VPs adds the differential to 25 (to a maximum of 50) while the player who scored less VPs subtracts the differential from 25 (to a minimum of 0).

YOUR BATTLE POINTS: (25 +/- VP DIFFERENTIAL)	OPPONENT'S BATTLE POINTS: (25 +/- VP DIFFERENTIAL)

Verify that (1) your VP totals match those on your opponent's scoring sheet, and (2) that the Battle Points above are correct, then sign below.

SPORTSMANSHIP SCORING: (PICK ONE)	
REGARDLESS OF WHO WON, MY OPPONENT SHOWED, AT THE VERY LEAST, ACCEPTABLE SPORTSMANSHIP.	
I WOULD RATHER GOUGE OUT MY EYES WITH A RUSTY SPOON THAN PLAY THIS OPPONENT AGAIN.	

MICHIGAN GT SCORING SHEET MISSION 2

TABLE NUMBER:	YOUR NAME:	OPPONENT'S NAME:
TACTICAL VPS EARNED:		
ENDGAME VPS EARNED:		
SECONDARY VPS EARNED:		
TOTAL VPS:		

<p style="text-align: center;">VP DIFFERENTIAL: (SUBTRACT THE LOW VP TOTAL ABOVE FROM THE HIGH VP TOTAL)</p>	
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The player who scored more VPs adds the differential to 25 (to a maximum of 50) while the player who scored less VPs subtracts the differential from 25 (to a minimum of 0).

YOUR BATTLE POINTS: (25 +/- VP DIFFERENTIAL)	OPPONENT'S BATTLE POINTS: (25 +/- VP DIFFERENTIAL)

Verify that (1) your VP totals match those on your opponent's scoring sheet, and (2) that the Battle Points above are correct, then sign below.

SPORTSMANSHIP SCORING: (PICK ONE)	
REGARDLESS OF WHO WON, MY OPPONENT SHOWED, AT THE VERY LEAST, ACCEPTABLE SPORTSMANSHIP.	
I WOULD RATHER GOUGE OUT MY EYES WITH A RUSTY SPOON THAN PLAY THIS OPPONENT AGAIN.	

MICHIGAN GT SCORING SHEET MISSION 1		
TABLE NUMBER:	YOUR NAME:	OPPONENT'S NAME:
TACTICAL VPS EARNED:		
ENDGAME VPS EARNED:		
SECONDARY VPS EARNED:		
TOTAL VPS:		

VP DIFFERENTIAL: (SUBTRACT THE LOW VP TOTAL ABOVE FROM THE HIGH VP TOTAL)	
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The player who scored more VPs adds the differential to 25 (to a maximum of 50) while the player who scored less VPs subtracts the differential from 25 (to a minimum of 0).

YOUR BATTLE POINTS: (25 +/- VP DIFFERENTIAL)	OPPONENT'S BATTLE POINTS: (25 +/- VP DIFFERENTIAL)

Verify that (1) your VP totals match those on your opponent's scoring sheet, and (2) that the Battle Points above are correct, then sign below.

SPORTSMANSHIP SCORING: (PICK ONE)	
REGARDLESS OF WHO WON, MY OPPONENT SHOWED, AT THE VERY LEAST, ACCEPTABLE SPORTSMANSHIP.	
I WOULD RATHER GOUGE OUT MY EYES WITH A RUSTY SPOON THAN PLAY THIS OPPONENT AGAIN.	

MICHIGAN GT 40K CHAMPIONSHIPS APPEARANCE/THEME SCORING SHEET	PLAYER'S NAME:	
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APPEARANCE

Category 1: Overall Impression	The army contains any unfinished models.	0	
	The army is fully painted, but only to the most basic 3-color standard.	5	
	The army is fully painted to a tabletop standard	10	
	The army is fully painted to a competitive standard	15	
Category 2: Advanced Techniques	No advanced techniques.	0	
	Models have a basecoat with a shade and highlight color.	5	
	Models shaded using layering with highlights/blending (but not seamlessly)	10	
	Models have been shaded using seamless blending	15	
Category 3: Fine Details	No conversions.	0	
	Minimal: Basic conversions (head/weapon swaps, etc.), rough freehand/transfer work, simple unit/army markings, and/or basic vehicle weathering on a single unit.	5	
	Minor: Advanced conversions (kitbashing, putty, plasticard, minor sculpts), quality freehand/transfer work, clean unit/army markings, and/or advanced vehicle weathering on a single unit, AND minimal details on 75%+ of the army.	10	
	Major: Scratch-built models, unique sculpts, stellar freehand work, and/or realistic vehicle weathering on a single unit, AND minor details on 75%+ of the army	15	
Category 4: Model Basing	Bare plastic bases.	0	
	Basic bases (1 or 2 materials/colors)	5	
	Realistic bases (3+ materials/colors or well-done highlights/shading)	10	
	Diorama-like bases with high attention to detail.	15	
Category 5: Display Base	No display base, bare tray, etc.	0	
	Basic: (1 or 2 materials/colors)	5	
	Themed: (3+ materials or well-done highlights/shading) matching the player's army	10	
	Exceptional: Diorama that forges a narrative in conjunction with the army	15	
Judge's Discretion	Up to 25 points can be awarded at the painting judges' discretion for results that go above and beyond in the categories listed above. These points will only be awarded for army-wide results exceeding the standards described above.		

THEME

Your army has a faction keyword that, to the extent reasonably possible, is <i>not</i> that of the codex the units in that army are drawn from (i.e. ULTRAMARINES, <i>not just</i> ADEPTUS ASTARTES). Chapter/Legion/etc. specific codicies (i.e. BLOOD ANGELS or DEATH GUARD) can still qualify for this score despite having their own codex.	0-15	
Your army presents a unified yet distinctive appearance.	0-15	
Your army, and any supporting materials (display board/army list/handouts) tells a compelling story that requires no further explanation.	0-10	
Up to 10 additional points can be awarded for especially memorable themes.	0-10	