

# 2022 MICHIGAN GT WARHAMMER 40K CHAMPIONSHIPS

## I. Event Schedule, Missions, and Pairing

Saturday		Sunday	
7:30 – 9:00	Registration/Check In		
9:00 – 11:45	Game 1:Conversion <i>WZ:Nephilim (22)</i>	9:00 – 11:45	Game 4:Tide of Conviction <i>WZ:Nephilim (31)</i>
11:45 – 12:45	Lunch Break	11:45 – 12:45	Lunch Break
12:45 – 3:30	Game 2:Recover the Relics <i>WZ:Nephilim (11)</i>	12:45 – 3:30	Game 5: Data Scry-salvage <i>WZ:Nephilim (13)</i>
3:30 – 4:00	Break	3:30 – 4:00	Break
4:00 – 6:45	Game 3:Secure Missing Artifacts <i>WZ:Nephilim (33)</i>	4:00	Final Awards

## II. Milestones

During each game, event staff will announce “milestones” to let players know where they should be in a game. Milestones are purely informative and not binding. These milestones break down as follows:

- **2:45 – Start round**
- **2:30 – Complete deployment**
- **1:50 – Complete first Battle Round**
- **1:10 – Complete second Battle Round.**
- **0:40 – Complete Third Battle Round**
- **0:20 – Complete Fourth Battle Round**
- **0:10 – Do not begin a new battle round without a Judge’s permission**

## III. Terrain

This year, the Michigan GT 40K Championships will be using the terrain layouts from the Games Workshop US Open 2022 Series.

- **Terrain Piece 1 (Blue):** These large Ruins terrain pieces all fall into the Area Terrain category and have the Scalable, Breachable, Light Cover, Defensible, and Obscuring traits.
- **Terrain Piece 2 (Maroon):** These midsize Ruins terrain pieces all fall into the Area Terrain category and have the Scalable, Breachable, Light Cover, Defensible, and Obscuring traits.
- **Terrain Piece 3 (Yellow):** These small terrain pieces also fall into the Area Terrain category and have the Scalable, Dense Cover, Breachable, Defensible, and Difficult Ground traits.



**Saturday Terrain Layout**



**Sunday Terrain Layout**

# 2022 MICHIGAN GT WARHAMMER 40K CHAMPIONSHIPS

## WAR ZONE NEPHILIM: GRAND TOURNAMENT — STRIKE FORCE CONVERSION



### MISSION BRIEFING

*Your foe will not accept that their defeat is inevitable, and corrupts lands rightfully yours with their blasphemous, oppressive presence. You must break them through force, seize the territory they so wrongfully have claimed for themselves, and convert it and all within to the true faith. This will require iron determination, fierce leadership, full hearts and prayers fresh upon the lips of all.*

### MISSION RULES

**Battle-forged CP Bonus:** In this mission, at the start of each player's Command phase, both players gain 1CP, not just the player whose turn it is. These CPs are Battle-forged CP bonuses, and so the limit of gaining a maximum of 1CP per turn does not apply to CPs gained as a result of this rule.

**Leading from the Front:** In this mission, a player only receives the Battle-forged CP bonus at the start of the Command phase if their **WARLORD** is on the battlefield, or if their **WARLORD** is embarked on a **TRANSPORT** model that is on the battlefield.

### PRIMARY OBJECTIVES

This mission has two primary objectives.

### TAKE AND HOLD

#### *Progressive Objective*

*Several strategic locations have been identified in your vicinity. You are ordered to assault these positions and hold them at any cost.*

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

### CORRUPTED GROUND

#### *Progressive Objective*

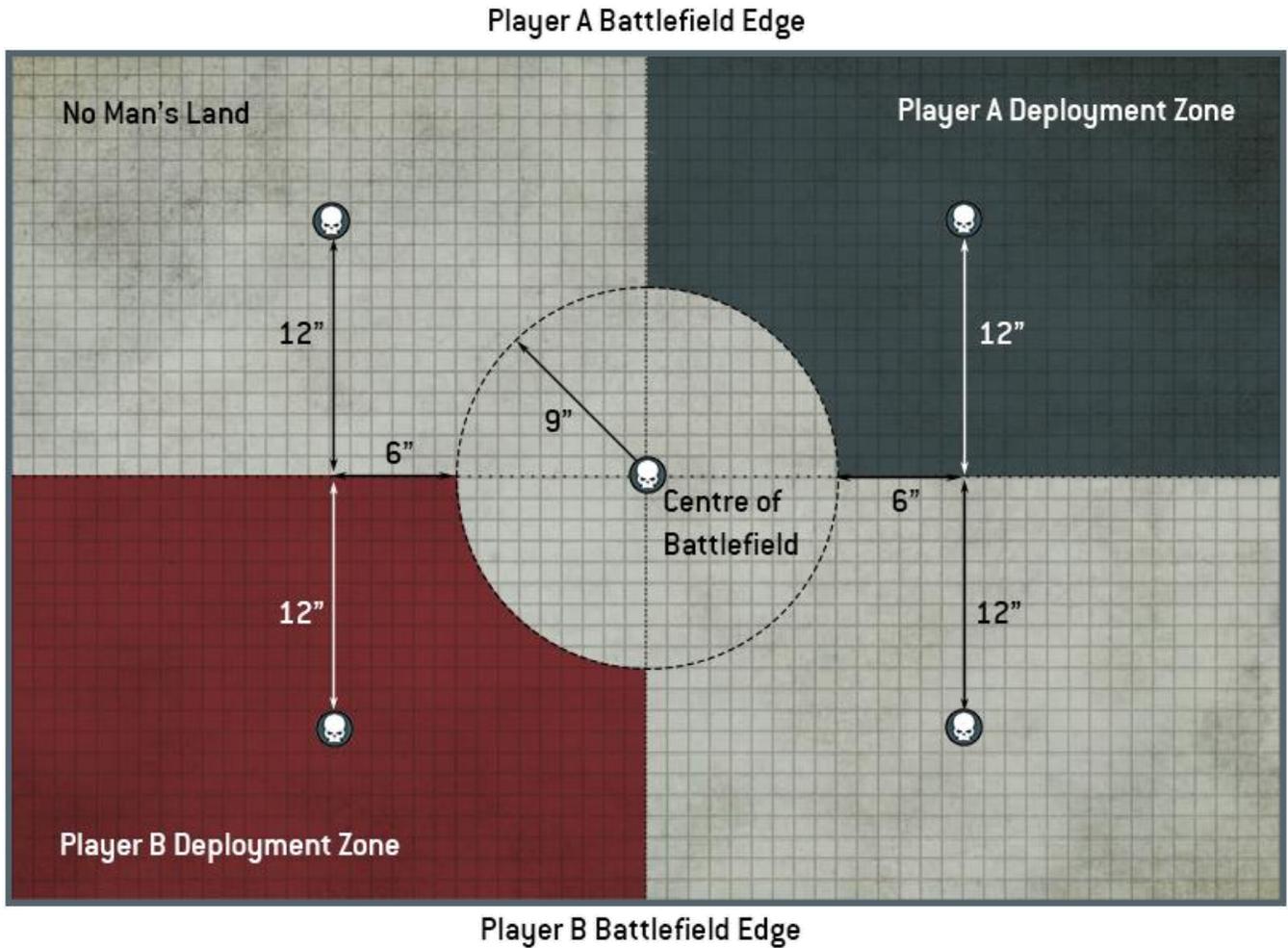
*It is vital that we oust the blasphemous curs from the ground they stand on. Draw your battle plans and despatch your forces accordingly.*

At the end of each player's turn, the player whose turn it is:

# 2022 MICHIGAN GT WARHAMMER 40K CHAMPIONSHIPS

- Scores 4 victory points if they control the objective marker in their opponent's deployment zone.
- Scores 2 victory points if they control one or more objective markers that are in no man's land.
- Loses 1 victory point if they do not control the objective marker in their own deployment zone.

A player's victory point score can never be reduced to less than 0.



# 2022 MICHIGAN GT WARHAMMER 40K CHAMPIONSHIPS

## WAR ZONE NEPHILIM: GRAND TOURNAMENT — STRIKE FORCE RECOVER THE RELICS



### MISSION BRIEFING

*The battlefield is strewn with holy relics important to you and your enemy, whether for veneration or corruption. You must reclaim as many of these vital objectives as you can without sustaining unacceptable casualties in the process. No subject of worship wishes for all of their devoted followers to be slain.*

### MISSION RULES

**Battle-forged CP Bonus:** In this mission, at the start of each player's Command phase, both players gain 1CP, not just the player whose turn it is. These CPs are Battle-forged CP bonuses, and so the limit of gaining a maximum of 1CP per turn does not apply to CPs gained as a result of this rule.

**Recover Relics:** In this mission, a player only receives the Battle-forged CP bonus at the start of the Command phase if they control either one or more objective markers in their opponents territory, or if they control one or more objective markers in no man's land. In addition, if at the start of their Command phase a player controls the objective marker in their opponent's deployment zone, that player receives 1 additional Command point (this is in addition to the Battle-forged CP bonus).

### PRIMARY OBJECTIVES

This mission has two primary objectives.

#### TAKE AND HOLD

##### *Progressive Objective*

*Several strategic locations have been identified in your vicinity. You are ordered to assault these positions and hold them at any cost.*

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

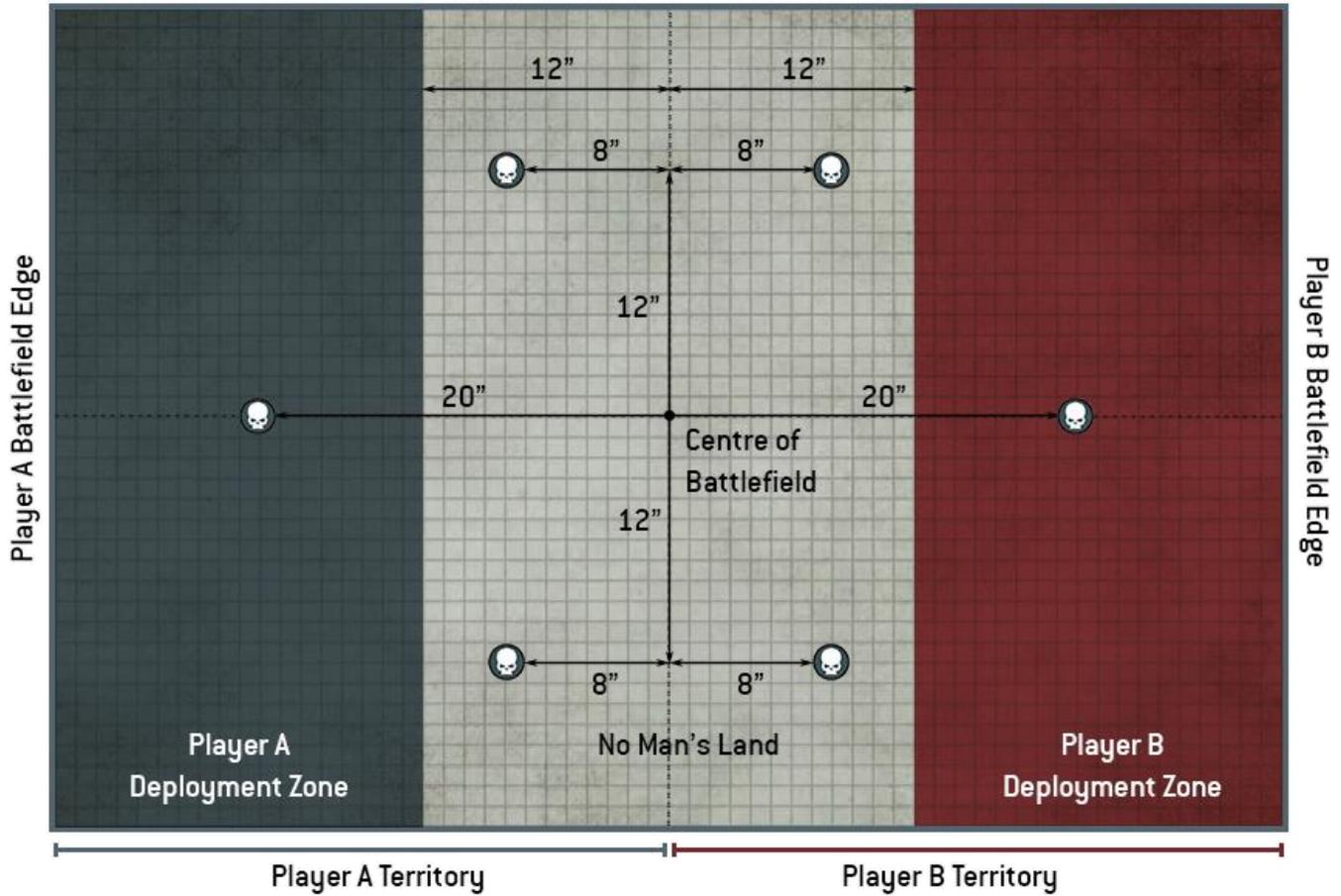
#### BREAK THEM, BODY AND SOUL

##### *Progressive Objective*

*We wage two wars: one of strategy and one of faith. The two are intertwined. This battle is also one of tactics and conviction. If we are to consolidate our gains and prosecute the longer war, you must ensure that the enemy is made to bleed and despair.*

# 2022 MICHIGAN GT WARHAMMER 40K CHAMPIONSHIPS

At the end of the battle round, each player scores 1 victory point for each enemy unit that was destroyed that battle round (to a maximum of 3 victory points per player per battle round).



# 2022 MICHIGAN GT WARHAMMER 40K CHAMPIONSHIPS

## WAR ZONE NEPHILIM: GRAND TOURNAMENT — STRIKE FORCE SECURE MISSING ARTEFACTS



### MISSION BRIEFING

*Intelligence reports indicate precious relics were being transported through this region, before their escorts were killed. Their exact whereabouts are yet to be confirmed. Locate and secure the artefacts at all costs - we cannot allow them to fall into the enemy hands. Honour and faith demand it.*

### MISSION RULES

**Battle-forged CP Bonus:** In this mission, at the start of each player's Command phase, both players gain 1CP, not just the player whose turn it is. These CPs are Battle-forged CP bonuses, and so the limit of gaining a maximum of 1CP per turn does not apply to CPs gained as a result of this rule.

**Precious Objectives:** After players have chosen their deployment zones, but before they declare reserves and transports, the players reposition the objective markers labelled A and B as described below:

- First, the Attacker repositions either one objective marker labelled A or one objective marker labelled B.
- Secondly, the Defender repositions one objective marker labelled A and one objective marker labelled B (an objective marker cannot be repositioned more than once).
- Finally, the Attacker repositions the last objective marker labelled A or B that has yet to be repositioned.

In all cases, when an objective marker is repositioned, you set it up wholly within 6" horizontally of its original position, and not on or within any Obstacles or Defensible Terrain features.

After all objective markers have been repositioned, each player secretly notes down one of the objective markers that is within their opponents territory to be a Priority objective marker (this cannot be the objective marker in the centre of the battlefield). After both players have deployed their armies, they then reveal their choices to their opponent.

### PRIMARY OBJECTIVES

This mission has two primary objectives.

### TAKE AND HOLD

#### *Progressive Objective*

*Several strategic locations have been identified in your vicinity. You are ordered to assault these positions and hold them at any cost.*

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.

# 2022 MICHIGAN GT WARHAMMER 40K CHAMPIONSHIPS

- They control two or more objective markers.
- They control more objective markers than their opponent controls.

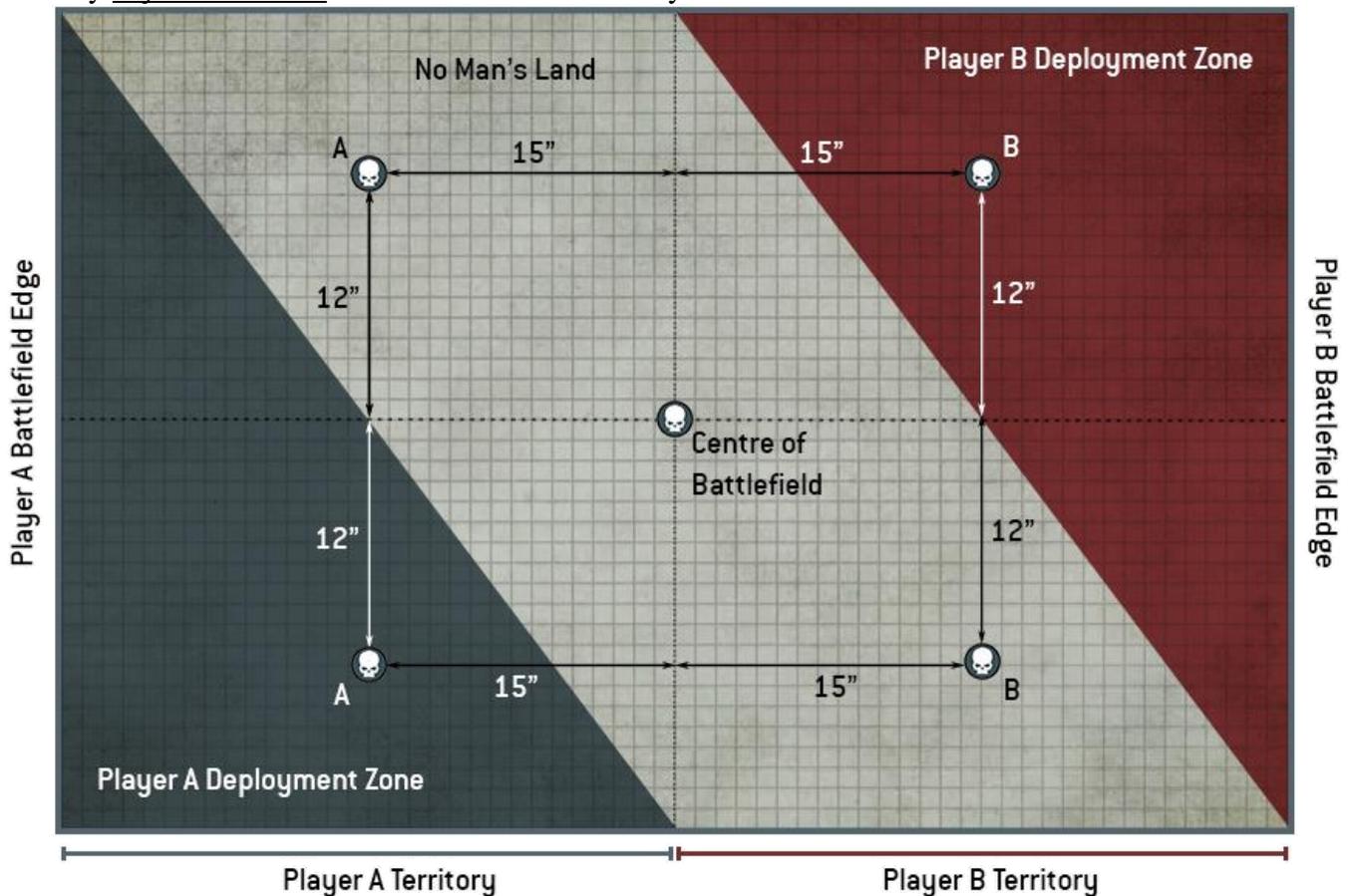
This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

## PRECIOUS ARTEFACTS

### *Progressive Objective*

*The recovery of the relics being transported through the region are vital to demonstrate our faith, and the morale of our people. Spare no efforts in securing them and ensuring that they do not fall into enemy hands.*

At the end of each player's turn, the player whose turn it is scores 3 victory points if they control the Priority objective marker that is in their own territory.



# 2022 MICHIGAN GT WARHAMMER 40K CHAMPIONSHIPS

## WAR ZONE NEPHILIM: GRAND TOURNAMENT — STRIKE FORCE TIDE OF CONVICTION



### MISSION BRIEFING

*Your forces' morale is strong, nigh unbreakable, its conviction in its cause and faith greater than ever. Every warrior is determined to fight, to kill the foe and claim territory. Now is the time to swoop over the battlefields, capitalising on the fury and momentum of your forces. Buoyed on their reserves of belief, your forces cannot fail to completely overrun the enemy.*

### MISSION RULES

**Battle-forged CP Bonus:** In this mission, at the start of each player's Command phase, both players gain 1CP, not just the player whose turn it is. These CPs are Battle-forged CP bonuses, and so the limit of gaining a maximum of 1CP per turn does not apply to CPs gained as a result of this rule.

**Supply Lines:** In this mission, a player only receives the Battle-forged CP bonus at the start of the Command phase if they control the objective marker in their deployment zone.

### PRIMARY OBJECTIVES

This mission has two primary objectives.

#### **DOMINATION**

##### *Progressive Objective*

*You are charged with the total domination of the battlefield; storm every site of tactical import lest they fall into enemy hands.*

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control two or more objective markers.
- They control three or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

#### **OVERRUN**

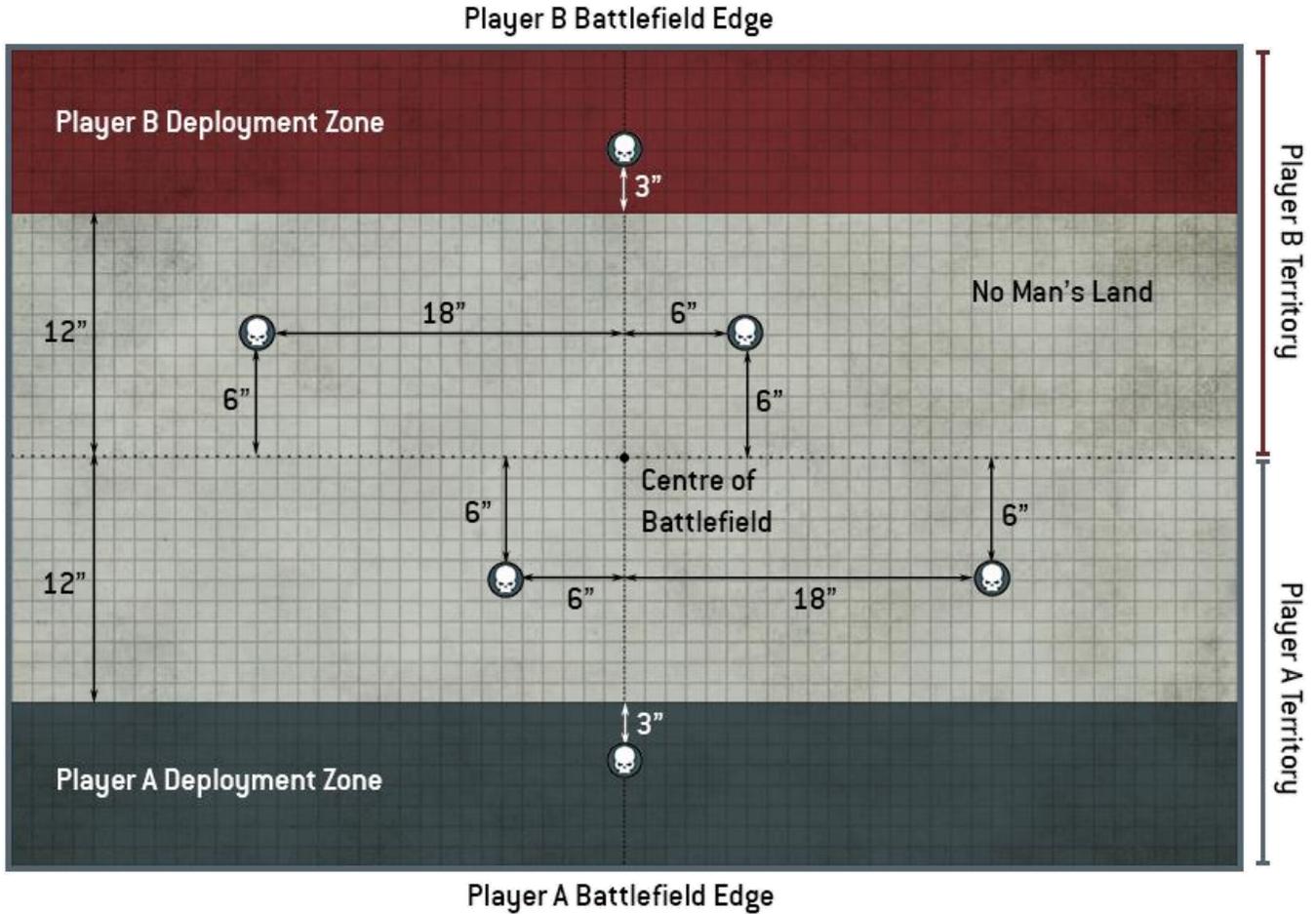
##### *Progressive and End Game Objective*

*The enemy is attempting to establish a foothold in this region. Teach them the error of their ways and show them that glorious power of your conviction can never be thwarted! Redouble your efforts to control the battlefield by seizing your opponents staging posts before they can dig in.*

At the end of each player's first, second, third and fourth turn, the player whose turn it is scores 2 victory points if they control at least one objective marker in their opponent's territory.

# 2022 MICHIGAN GT WARHAMMER 40K CHAMPIONSHIPS

At the end of the battle, each player scores 4 victory points if they control the objective marker in their opponent's deployment zone, and 2 victory points for each other objective marker they control that is in their opponent's territory (for a maximum of 8 victory points per player).



# 2022 MICHIGAN GT WARHAMMER 40K CHAMPIONSHIPS

## WAR ZONE NEPHILIM: GRAND TOURNAMENT — STRIKE FORCE DATA SCRY-SALVAGE



### MISSION BRIEFING

*Important tactical information must be captured. Key data-terminals have been detected, but the machine spirits of several must be slaved to your data-tethers at the same time if you are to intercept the intelligence you need.*

### MISSION RULES

In this mission, units from both players' armies can attempt the following action:

**Data Intercept (Action):** One unit from your army can start to perform this action at the end of your Movement phase if it is within range of the objective marker within its deployment zone and no enemy units (excluding **AIRCRAFT** units) are within range of that objective marker. This action is completed at the end of your turn, provided the unit performing it is still within range of that objective marker.

**Data Terminals:** In this mission, if a player controls an objective marker that is in no man's land and at the end of their Command phase and one or more of their units that are within range of it has the Objective Secured ability or a similar rule, it remains under that player's control unless their opponent controls it at the end of any subsequent phase, even if there are no models within range of it.

**Battle-forged CP Bonus:** In this mission, at the start of each player's Command phase, both players gain 1CP, not just the player whose turn it is. These CPs are Battle-forged CP bonuses, and so the limit of gaining a maximum of 1CP per turn does not apply to CPs gained as a result of this rule.

### PRIMARY OBJECTIVES

This mission has two primary objectives.

#### **DOMINATION**

##### *Progressive Objective*

*You are charged with the total domination of the battlefield; storm every site of tactical import lest they fall into enemy hands.*

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control two or more objective markers.
- They control three or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a

# 2022 MICHIGAN GT WARHAMMER 40K CHAMPIONSHIPS

maximum of 12 victory points).

## DATA INTERCEPT

### *Progressive Objective*

*Your forces must successfully attach specialised wargear to take control of several critical data-terminals in the area, if we are to successfully extract the information we need.*

Each time a unit from your army completes the Data Intercept action (see above), you score a number of victory points equal to the number of objective markers you currently control that are in no man's land (to a maximum of 3 victory points per action).

**Designer's note:** This battlefield uses diagonal measurements. The shortest distance between the two deployment zones is **24"**. The deployment map includes some measurements in **blue** that help make finding the corners of the deployment zones easier on a battlefield that is approximately 44" x 60".

