

Brawl in the Bend: 1750pt Warhammer 40k Tournament

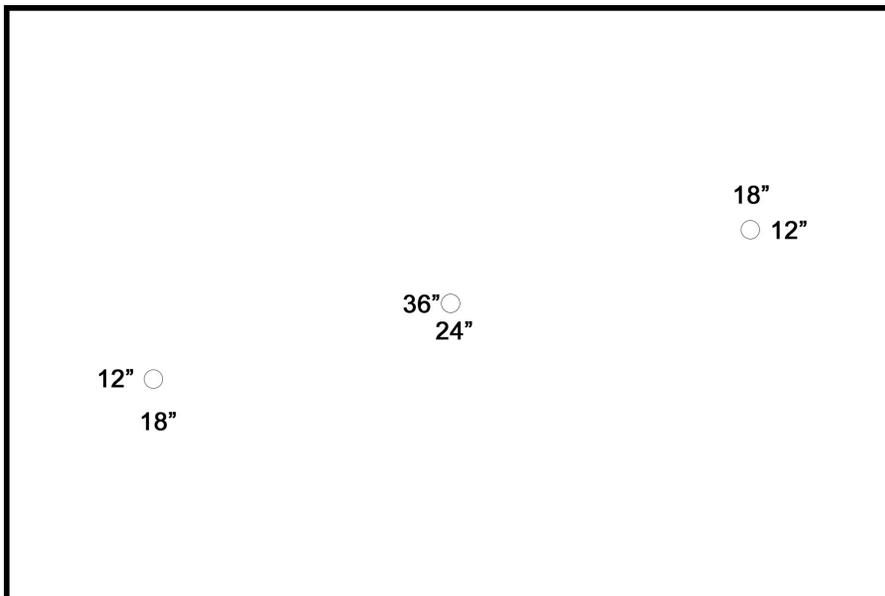
Universal Rules: The following rules are in effect for all missions.

Infiltrate, Reserves, Night Fighting, Variable Game Length, Deep Strike, Mysterious Objectives, Scout, Outflank.

Mission 1: Dawn of Slaughter

Deployment: Dawn of War

Set up: Place objective markers as shown on the map. Then both players roll off, the player that scored higher places 1 objective following all the normal rules for objective marker placement. The other player then places 1 objective marker in the same manner.



Deployment: Players deploy in the usual method for Eternal War missions.

Mission Scoring:

Primary Objective: At the end of the game the Objective in the center of the board is worth 4 VP, Any other objectives partially or wholly outside either player's deployment zone are worth 2 VP. An objective entirely within the enemy Deployment zone is worth 3VP. An objective entirely inside your own deployment zone is worth 1VP

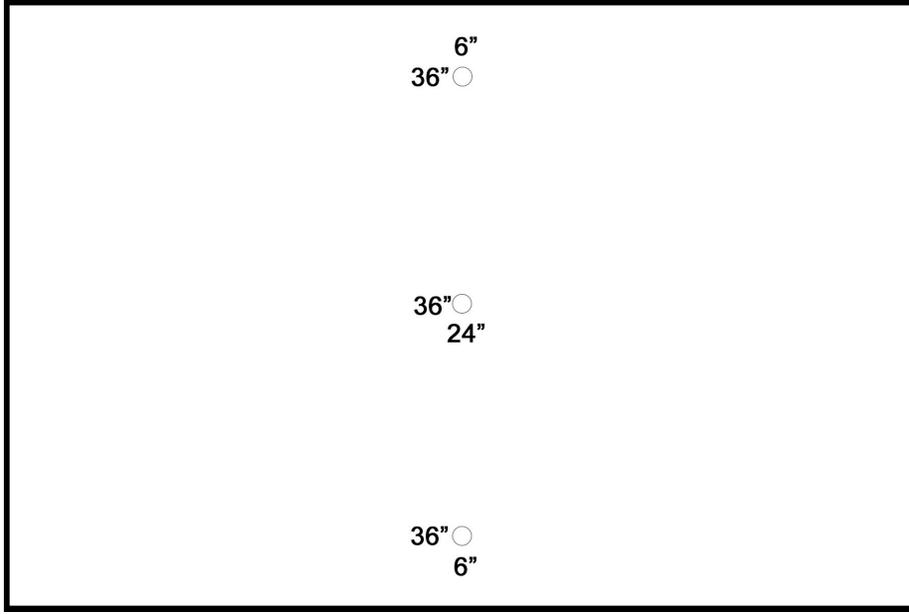
Secondary Objectives: First Blood, Slay the Warlord, Linebreaker

The Player that scores the most primary objective points earns a **Massacre** and the opponent earns a **Crushing Defeat**. If both players are tied on primary objectives, the player that scores the most secondary objectives earns a **Minor Victory**, the opponent then earns a **Minor Defeat**. If players are tied also on secondary objectives, then both players earn a **Tactical Draw**.

Mission 2: Where the Hammer Falls Hardest

Deployment: Hammer and Anvil

Set up: Place objective markers as shown on the map. Then both players roll off, the player that scored higher places 1 objective following all the normal rules for objective marker placement. The other player then places 1 objective marker in the same manner.



Deployment: Players deploy in the usual method for Eternal War missions.

Mission Scoring:

Primary Objective: At the end of every player turn after the first game turn the player that controls that objective earns 1 VP. This does mean that you can score a point at the end of the opponent's turn.

At the end of the game the Objective in the center of the board is worth 0 VP, Any other objectives are worth 2 VP.

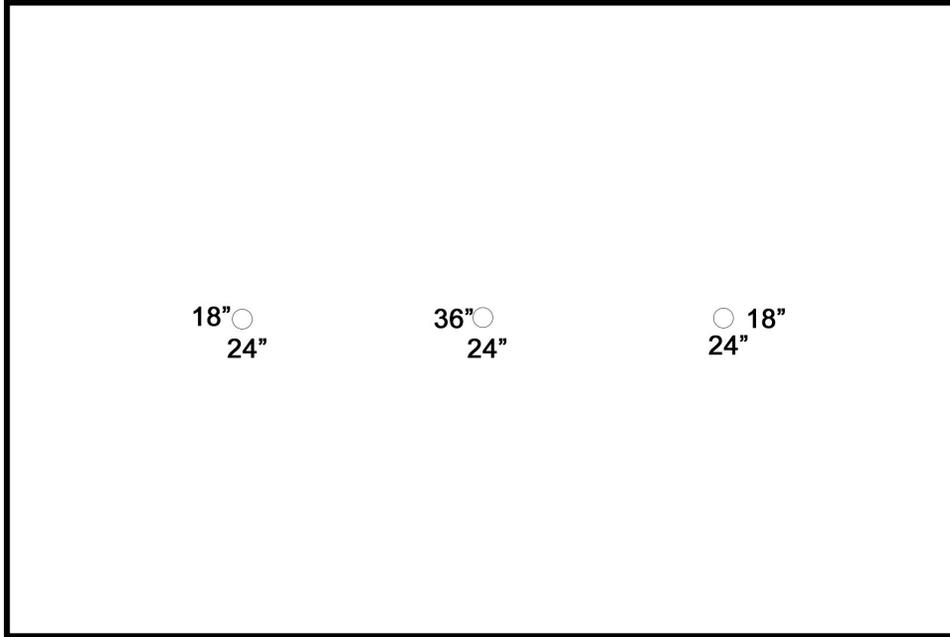
Secondary Objectives: First Blood, Slay the Warlord, Linebreaker

The Player that scores the most primary objective points earns a **Massacre** and the opponent earns a **Crushing Defeat**. If both players are tied on primary objectives, the player that scores the most secondary objectives earns a **Minor Victory**, the opponent then earns a **Minor Defeat**. If players are tied also on secondary objectives, then both players earn a **Tactical Draw**.

Mission 3: Annihilation Vacation

Deployment: Vanguard Strike

Set up: Place objective markers as shown on the map. Then both players roll off, the player that scored higher places 1 objective following all the normal rules for objective marker placement. The other player then places 1 objective marker in the same manner.



Deployment: Players deploy in the usual method for Eternal War missions.

Mission Scoring:

Primary Objective: At the end of the game the Objective in the center of the board is worth 3 VP, Any other objectives partially or wholly outside either player's deployment zone are worth 2 VP. An objective entirely within the enemy Deployment zone is worth 4 VP. An objective entirely inside your own deployment zone is worth 2 VP

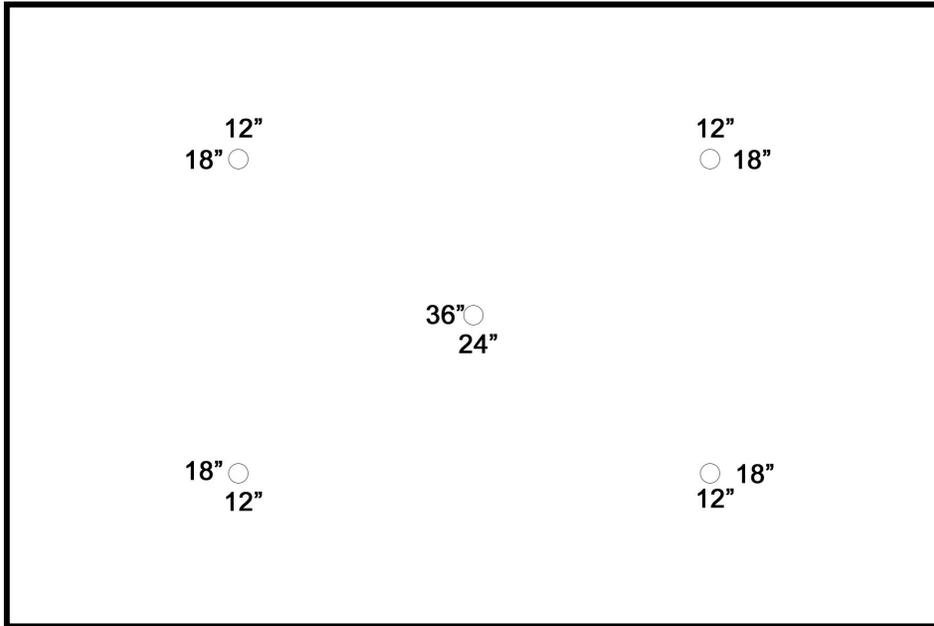
Secondary Objectives: First Blood, Slay the Warlord, Linebreaker

The Player that scores the most primary objective points earns a **Massacre** and the opponent earns a **Crushing Defeat**. If both players are tied on primary objectives, the player that scores the most secondary objectives earns a **Minor Victory**, the opponent then earns a **Minor Defeat**. If players are tied also on secondary objectives, then both players earn a **Tactical Draw**.

Mission 4: The Ultimate Showdown

Deployment: Dawn of War

Set up: Place objective markers as shown on the map.



Deployment: Players deploy in the usual method for Eternal War missions.

Mission Scoring:

Primary Objective: At the end of the game the Objective in the center of the board is worth 5 VP, Any other objectives are worth 2 VP.

Secondary Objectives: First Blood, Slay the Warlord, Linebreaker

The Player that scores the most primary objective points earns a **Massacre** and the opponent earns a **Crushing Defeat**. If both players are tied on primary objectives, the player that scores the most secondary objectives earns a **Minor Victory**, the opponent then earns a **Minor Defeat**. If players are tied also on secondary objectives, then both players earn a **Tactical Draw**.