



Mission Packet

Player Name_____



Missions Clarifications.

Clarifications on the Relic: See page 131 of the Warhammer 40,000 rulebook and the DaBoyz FAQ for rules on seizing, moving with, and dropping the Relic. The Relic can never be contested. If the Relic is dropped because it moved more than 6" in a single phase, it is placed back at the spot where it began that phase. The Relic is NOT considered an objective for any purpose. So it does not count as a Mysterious Objective or warlord traits.

A unit can only score/contest one objective at a time. If one unit is exactly within 3 inches of 2 objectives then whoever controls the unit gets to choose which objective they want to claim/contest. This also counts for the relic also. You can never control an objective and the relic at the same time.

Flyers can never score/contest objectives. Flying monstrous creatures can score/contest objectives as normal.

All objective markers that are going to be used need to be 40mm.

Game Length

Variable Game Length (pg. 122): At the end of Game Turn 5, one of the players must roll a D6. On a roll of 3+ the game continues, otherwise the game is over. If another turn is played, another D6 must be rolled at the end of Game Turn 6, and this time, the game only continues on a roll of 4+. The battle automatically ends after Game Turn 7.

There is no slow playing at DaBoyz GT. Please be mindful of the schedule. If your game does **NOT** go past turn 4 then you both receive a 0 (zero) score (you need to complete at least 4 turns to get points). Note: Remember if there is more than 5 minutes in the round, you should continue playing and finish the round.

Units that fall back move directly towards their own table edge by the shortest route possible as described in the Warhammer 40,000 rulebook (pg. 30).

As per the Warhammer 40,000 rulebook (pg 122-123), units that are falling back cannot control/deny objectives and cannot claim the Linebreaker Secondary Objective.

Warlords that are falling back at the end of the game **ARE** considered slain and do fulfill the requirements of the Slay the Warlord Secondary Objective.

Refer to www.DaBoyzGt.com FAQ for rules clarifications.



Display Store and Transport your Miniatures in Style



40K Schedule

Saturday			Sunday		
Registration	8:00 AM	9:00 AM	Fav Army Voting	9:00 AM	11:30 AM
Round 1	9:00 AM	11:30 AM	Round 5	9:30 PM	12:00 PM
Lunch	11:30 AM	12:30 PM	Lunch	12:00 PM	1:00 PM
Round 2	12:30 PM	3:00 PM	Round 6	1:00 PM	3:30 PM
Round 3	3:30 PM	6:00 PM	Breakdown	3:30 PM	4:00 PM
Dinner	6:00 PM	7:00 PM	Raffle	4:00 PM	4:30 PM
Round 4	7:00 PM	9:30 PM	Awards	4:30 PM	5:00 PM

There will be a Monitor in the room counting down the time for each round. To keep the tournament running on schedule, when time is called for a round, all players must finish their turn - no exceptions. Because of this, please be aware of the time left in the round and do not start a turn with less than 5 minutes left in the round. A hard warning will be issued with 5 minutes remaining in the game. It is acceptable to play another game turn if there is more than 5 minutes left, but not after 5 minutes time has called. **If there is MORE than 5 minutes left in the round and one player feels they can get finished in time, but the other feels that they can't; continue playing. We want players to be able to finish all of their games.**



VALKYRIE PAINTING
TABLETOP GAMING ART PROFESSIONALS
WWW.VALKYRIEPAINTING.COM



Sportsman's Sheet

You will need to keep this sheet until the end of the event.
You will need to fill it out after each game to keep track who you played.

Game #	Opponts Name (Write Name Down So You Remember)
Game 1	
Game 2	
Gane 3	
Game 4	
Game 5	
Game 6	

Fill out results sheet after the event is completed.

Game #	Rank your opponants from best to worst	Points
Game 1		5
Game 2		4
Gane 3		3
Game 4		2
Game 5		1
Game 6		0



Pre-deployment Orders

Complete the following pre-deployment orders prior to deploying forces and beginning each game:

- 1. Deployment Map:** Make note of the Deployment Map used in the mission.
- 2. Table Halves:** Both players roll-off. The winner of the roll-off selects one of the table halves. Your opponent takes the opposite table half.
- 3. Terrain:** When you come to a table, the terrain will already be set up. If terrain gets shifted around for some reason, move it back into place, or call a judge over. No terrain piece can be placed within 4" of another terrain piece, fortification, or board edge. If the mission uses the Relic, place the Relic counter prior to moving any terrain back into place.
- 4. Fortifications:** Starting with the player who chose table halves, players alternate placing any fortifications wholly within the owning player's table half and not within 4" of another fortification or piece of terrain. For small fortifications you are allowed to shift terrain slightly to get the clearances needed. For larger pieces you are allowed to move a piece of terrain and place your fortification in that location. However, you are not allowed to remove one piece of terrain and rearrange the table to your advantage. We are allowing you to use the fortification, but not game the system by moving or removing several pieces of terrain. For example, if you are using an Aegis defense line, you are not allowed to remove line of site blocking terrain located in the middle of board to give you better sight lines for shooting.
- 5. Place Primary Objective Markers and Secondary Objective Markers:** Starting with the player who chose table halves, players alternate placing objective markers as described in the mission (see Pre-deployment rules for each mission).

All objectives must be at ground level and cannot be placed within 6" of any battlefield edge, within 12" of another objective marker, or in/on impassible terrain, impassible buildings, or impassible fortifications.

- 6. Generate Pre-game Abilities:** Determine pre-game abilities such as Warlord Traits (pg. 111), Psychic Powers (pg. 418), Gifts of Mutation, Daemonic Rewards and the like.
- 7. Night Fighting:** Determine if the Night Fighting special rule is in effect during game turn 1 (pg. 124).
- 8. Deploy Forces:** Roll-off to see which player chooses whether to deploy first or second. The player that goes first then places his entire army on the table in his deployment zone. His opponent then deploys his entire army in the opposite deployment zone. Units cannot deploy in impassable terrain unless they are normally allowed to move over impassable terrain and can physically fit on it. Units can never deploy in lethal terrain. Excluding units that must begin the game in Reserves, players can choose not to deploy up to half of their units (rounding up) keeping them as Reserves to arrive later. The player must clearly explain the organization of his Reserves to the opponent.



9. **Deploy Infiltrators and Redeploy Scouts:** When both players have deployed their main force, then they deploy their Infiltrators (pg. 38). Finally, they can redeploy units with the Scouts special rule (pg. 41). For the purposes of deploying Infiltrators and redeploying Scouts, an enemy fortification is only considered to be an enemy unit if it is occupied at the time of the redeployment.

10. **First Turn:** The player who deployed his army first starts the first turn unless his opponent can Seize the Initiative (pg. 122).



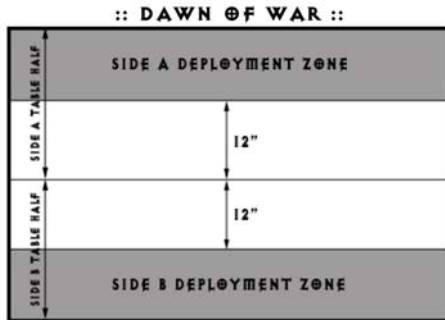


Mission #1

CAN YOU FEEL IT?

Deployment Map

Dawn of War



Pre-deployment rules

Objective placement

4 objective markers (poker chips) get placed after sides are chosen. Normal restrictions for placing markers apply (pg. 121). All objectives are placed on the “ground level”.

Mission Objectives

Primary 20 points

Crusade (4 objective markers). Whoever controls the most objectives wins.

Secondary 10 points

Purge the Alien (each unit destroyed is worth 1 victory point).

First Blood	1 point
Line Breaker	1 point
Slay the Warlord	1 point

Mission Special Rules

Night Fighting, Mysterious Objectives, Mysterious Terrain, Reserves, and Seize the Initiative

Tabling Your Opponent

If you eliminate all of your opponent’s units prior to the end of the game, continue to play! When the actual game ends, tally up the score at the end as if your opponent were still on the board. You will need to have units on the table to win primary or secondary mission objectives.

Games Turns

All missions will use the Variable Game Length rule (pg. 122). If both players fail to get through and finish their 4th turn, they will both score a 0 for the game.

Victory Conditions

At the end of the game, tally up points for the primary and secondary objectives, first blood, line breaker, and slay the warlord. The player that has scored the most points wins the game. Both the primary and secondary objectives can end in a draw. A draw for primary is 10 points and the draw for secondary is 5 points. Both players can achieve line breaker and slay the warlord, but not first blood.

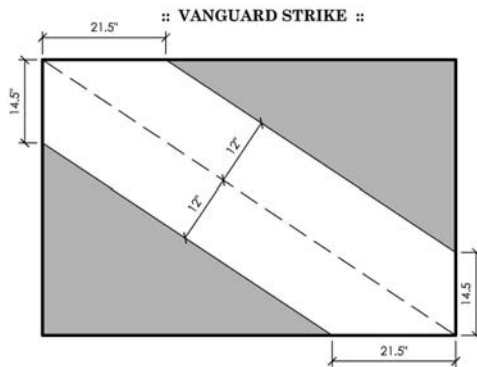


Mission #2

WHO'S YOUR DADDY?

Deployment Map

Vanguard Strike



Pre-deployment rules

Objective placement

The Relic gets placed in the center of the table. 2 objective markers (poker chips) get placed after sides are chosen, one in each player's table half. Normal restrictions for placing objectives apply (pg. 121). All objectives are placed on the "ground level".

Mission Objectives

Primary 20 points

The Relic (placed in the center of the table). Follow the Relic rules on page 131.

Secondary 10 points

The Emperor's Will (2 objective markers). Whoever controls the most objectives wins.

First Blood	1 point
Line Breaker	1 point
Slay the Warlord	1 point

Mission Special Rules

Night Fighting, Mysterious Objectives, Mysterious Terrain, Reserves, and Seize the Initiative

Tabling Your Opponent

If you eliminate all of your opponent's units prior to the end of the game, continue to play! When the actual game ends, tally up the score at the end as if your opponent were still on the board. You will need to have units on the table to win primary or secondary mission objectives.

Games Turns

All missions will use the Variable Game Length rule (pg. 122). If both players fail to get through and finish their 4th turn, they will both score a 0 for the game.

Victory Conditions

At the end of the game, tally up points for the primary and secondary objectives, first blood, line breaker, and slay the warlord. The player that has scored the most points wins the game. Both the primary and secondary objectives can end in a draw. A draw for primary is 10 points and the draw for secondary is 5 points. Both players can achieve line breaker and slay the warlord, but not first blood.

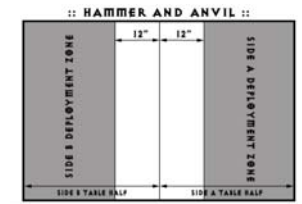


Mission #3

ARE YOU DONE WITH THAT?

Deployment Map

Hammer and Anvil



Pre-deployment rules

Objective placement

6 objective markers (poker chips) get placed after sides are chosen with each player placing 3 objectives marked with 3, 2, and 1. Use scrap paper or numbered markers, facing the numbers down. Normal restrictions for placing markers apply (pg. 121). All objectives are placed on the “ground level”. Before deciding whether or not to attempt to seize the initiative, flip the six markers over to reveal how many victory points each are worth. You use same objectives for primary and secondary mission objectives.

Mission Objectives

Primary 20 points

Big Guns Never Tire (6 objective markers). Heavy support choices are scoring (pg. 128). Each objective is worth 3 victory points and each heavy support choice destroyed is worth 1 victory point (i.e. disregard the points value listed on each chip to score the primary objective).

Secondary 10 points

The Scouring (6 objective markers). Victory points correspond to the listed value of each objective. Fast attack choices are scoring (pg. 129). In addition, each fast attack choice destroyed is worth 1 victory point.

Please note that you are only using 6 objective markers **NOT** 12, and that it is possible for a player to win the primary objective, but not the secondary objective.

First Blood	1 point
Line Breaker	1 point
Slay the Warlord	1 point

Mission Special Rules

Night Fighting, Mysterious Objectives, Mysterious Terrain, Reserves, and Seize the Initiative

Tabling Your Opponent

If you eliminate all of your opponent’s units prior to the end of the game, continue to play! When the actual game ends, tally up the score at the end as if your opponent were still on the board. You will need to have units on the table to win primary or secondary mission objectives.

Games Turns

All missions will use the Variable Game Length rule (pg. 122). If both players fail to get through and finish their 4th turn, they will both score a 0 for the game.

Victory Conditions

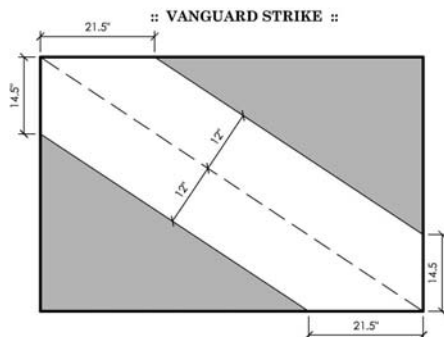
At the end of the game, tally up victory points for the primary and secondary objectives, first blood, line breaker, and slay the warlord. The player that has scored the most victory points wins the game. Both the primary and secondary objectives can end in a draw. A draw for primary is 10 points and the draw for secondary is 5 points. Both players can achieve line breaker and slay the warlord, but not first blood.



Mission #4 **Don't Worry About It**

Deployment Map

Vanguard Strike



Pre-deployment rules

Objective placement

6 objective markers (poker chips) get placed after sides are chosen with each player placing 3 objectives marked with 3, 2, and 1. Use scrap paper or numbered markers, facing the numbers down. Normal restrictions for placing markers apply (pg. 121). All objectives are placed on the “ground level”. Before deciding whether or not to attempt to seize the initiative flip the six markers over to reveal how many victory points each are worth. The Relic gets placed in the center of the table.

Mission Objectives

Primary 20 points

The Scouring (6 objective markers). Victory points correspond to the listed value of each objective. Fast attack choices are scoring (pg. 129). In addition, each fast attack choice destroyed is worth 1 victory point.

Secondary 10 points

The Relic (placed in the center of the table). Follow the Relic rules on page 131.

First Blood	1 point
Line Breaker	1 point
Slay the Warlord	1 point

Mission Special Rules

Night Fighting, Mysterious Objectives, Mysterious Terrain, Reserves, and Seize the Initiative

Tabling Your Opponent

If you eliminate all of your opponent's units prior to the end of the game, continue to play! When the actual game ends, tally up the score at the end as if your opponent were still on the board. You will need to have units on the table to win primary or secondary mission objectives.

Games Turns

All missions will use the Variable Game Length rule (pg. 122). If both players fail to get through and finish their 4th turn, they will both score a 0 for the game.

Victory Conditions

At the end of the game, tally up victory points for the primary and secondary objectives, first blood, line breaker, and slay the warlord. The player that has scored the most victory points wins the game. Both the primary and secondary objectives can end in a draw. A draw for primary is 10 points and the draw for secondary is 5 points. Both players can achieve line breaker and slay the warlord, but not first blood.

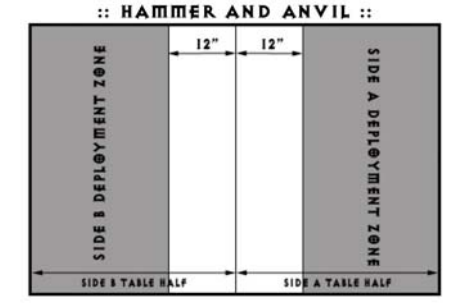


Mission #5

You Earned That Chair!

Deployment Map

Hammer and Anvil



Pre-deployment rules

Objective placement

4 objectives (poker chips) get placed after sides are chosen. Normal restrictions for placing markers apply (pg. 121). All objectives are placed on the “ground level”. These markers are for the secondary mission objective.

Mission Objectives

Primary 20 points

Purge the Alien (each unit destroyed is worth 1 victory point).

Secondary 10 points

Big Guns Never Tire (4 objective markers). Heavy support choices are scoring (pg. 128). Each objective is worth 3 victory points and each heavy support choice destroyed is worth 1 victory point.

First Blood	1 point
Line Breaker	1 point
Slay the Warlord	1 point

Mission Special Rules

Night Fighting, Mysterious Objectives, Mysterious Terrain, Reserves, and Seize the Initiative

Tabling Your Opponent

If you eliminate all of your opponent’s units prior to the end of the game, continue to play! When the actual game ends, tally up the score at the end as if your opponent were still on the board. You will need to have units on the table to win primary or secondary mission objectives.

Games Turns

All missions will use the Variable Game Length rule (pg. 122). If both players fail to get through and finish their 4th turn, they will both score a 0 for the game.

Victory Conditions

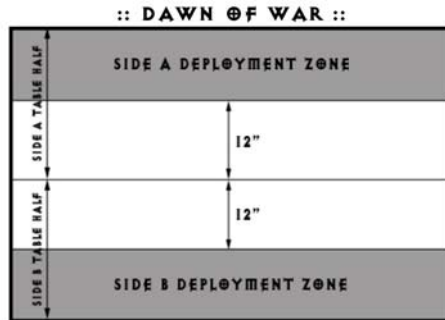
At the end of the game, tally up victory points for the primary and secondary objectives, first blood, line breaker, and slay the warlord. The player that has scored the most victory points wins the game. Both the primary and secondary objectives can end in a draw. A draw for primary is 10 points and the draw for secondary is 5 points. Both players can achieve line breaker and slay the warlord, but not first blood.



Mission #6 **How Do You Feel About That?**

Deployment Map

Dawn of War



Pre-deployment rules

Objective placement

4 objective markers (poker chips) get placed after sides have been chosen. Each player gets to place 2 objectives. One of the objectives needed to be placed outside your deployment zone and the other needs to be placed inside your deployment zone. Normal restrictions for placing markers apply (pg. 121). All objectives are placed on the “ground level”.

Mission Objectives

Primary 20 points

The Emperor’s Will with a “Twist” (2 objective markers). Whoever controls the most objectives that are located outside their deployment zone wins.

Secondary 10 points

Crusade (4 objective markers). Whoever controls the most objectives out of the 4 total objectives wins.

First Blood	1 point
Line Breaker	1 point
Slay the Warlord	1 point

Mission Special Rules

Night Fighting, Mysterious Objectives, Mysterious Terrain, Reserves, and Seize the Initiative

Tabling Your Opponent

If you eliminate all of your opponent’s units prior to the end of the game, continue to play! When the actual game ends, tally up the score at the end as if your opponent were still on the board. You will need to have units on the table to win primary or secondary mission objectives.

Games Turns

All missions will use the Variable Game Length rule (pg. 122). If both players fail to get through and finish their 4th turn, they will both score a 0 for the game.

Victory Conditions

At the end of the game, tally up victory points for the primary and secondary objectives, first blood, line breaker, and slay the warlord. The player that has scored the most victory points wins the game. Both the primary and secondary objectives can end in a draw. A draw for primary is 10 points and the draw for secondary is 5 points. Both players can achieve line breaker and slay the warlord, but not first blood.



Results for Round #6 How Do You Feel About That?

Your Name	Did you go first ___ Yes ___ No	Table Number	Finish (Yes or No)

Please be mindful of the schedule. If your game does not go past turn 4, then you both score 0.

Was the Initiative Seized? Yes No

Primary Objectives Achieved	Win	Draw	Loss
(Circle one)	20	10	0
Secondary Objective Achieved	Win	Draw	Loss
(Circle one)	10	5	0
Slay the Warlord			
(Circle one)	1	1	0
First Blood			
(Circle one)	1	0	0
LineBreaker			
(Circle one)	1	1	0
Total Points			

Have your opponent double check your results above. Have them sign below and acknowledge that the results circled/filled in above are accurate and correct.

Opponent's Signature: _____

Remember to write down your opponent's name on your separate sportsman sheet as you will need these names at the end of the tournament to score sportsmanship.

**Please bring this sheet to the judges booth after your game.
Both players are needed when you turn in result sheets.**



Results for Round #5 You Earned That Chair!

Your Name	Did you go first ___ Yes ___ No	Table Number	Finish (Yes or No)

Please be mindful of the schedule. If your game does not go past turn 4, then you both score 0.

Was the Initiative Seized? ___ Yes ___ No

Primary Objectives Achieved	Win	Draw	Loss
(Circle one)	20	10	0
Secondary Objective Achieved	Win	Draw	Loss
(Circle one)	10	5	0
Slay the Warlord			
(Circle one)	1	1	0
First Blood			
(Circle one)	1	0	0
LineBreaker			
(Circle one)	1	1	0
Total Points			

Have your opponent double check your results above. Have them sign below and acknowledge that the results circled/filled in above are accurate and correct.

Opponent's Signature: _____

Remember to write down your opponent's name on your separate sportsman sheet as you will need these names at the end of the tournament to score sportsmanship.

**Please bring this sheet to the judges booth after your game.
Both players are needed when you turn in result sheets.**



Results for Round #4 Don't Worry About It

Your Name	Did you go first ___ Yes ___ No	Table Number	Finish (Yes or No)

Please be mindful of the schedule. If your game does not go past turn 4, then you both score 0.

Was the Initiative Seized? Yes No

Primary Objectives Achieved	Win	Draw	Loss
(Circle one)	20	10	0
Secondary Objective Achieved	Win	Draw	Loss
(Circle one)	10	5	0
Slay the Warlord			
(Circle one)	1	1	0
First Blood			
(Circle one)	1	0	0
LineBreaker			
(Circle one)	1	1	0
Total Points			

Have your opponent double check your results above. Have them sign below and acknowledge that the results circled/filled in above are accurate and correct.

Opponent's Signature: _____

Remember to write down your opponent's name on your separate sportsman sheet as you will need these names at the end of the tournament to score sportsmanship.

**Please bring this sheet to the judges booth after your game.
Both players are needed when you turn in result sheets.**



Results for Round #3 Are You Done With That?

Your Name	Did you go first ___ Yes ___ No	Table Number	Finish (Yes or No)

Please be mindful of the schedule. If your game does not go past turn 4, then you both score 0.

Was the Initiative Seized? ___ Yes ___ No

Primary Objectives Achieved	Win	Draw	Loss
(Circle one)	20	10	0
Secondary Objective Achieved	Win	Draw	Loss
(Circle one)	10	5	0
Slay the Warlord			
(Circle one)	1	1	0
First Blood			
(Circle one)	1	0	0
LineBreaker			
(Circle one)	1	1	0
Total Points			

Have your opponent double check your results above. Have them sign below and acknowledge that the results circled/filled in above are accurate and correct.

Opponent's Signature: _____

Remember to write down your opponent's name on your separate sportsman sheet as you will need these names at the end of the tournament to score sportsmanship.

**Please bring this sheet to the judges booth after your game.
Both players are needed when you turn in result sheets.**



Results for Round #2 Who's Your Daddy?

Your Name	Did you go first ___ Yes ___ No	Table Number	Finish (Yes or No)

Please be mindful of the schedule. If your game does not go past turn 4, then you both score 0.

Was the Initiative Seized? ___ Yes ___ No

Primary Objectives Achieved	Win	Draw	Loss
(Circle one)	20	10	0
Secondary Objective Achieved	Win	Draw	Loss
(Circle one)	10	5	0
Slay the Warlord			
(Circle one)	1	1	0
First Blood			
(Circle one)	1	0	0
LineBreaker			
(Circle one)	1	1	0
Total Points			

Have your opponent double check your results above. Have them sign below and acknowledge that the results circled/filled in above are accurate and correct.

Opponent's Signature: _____

Remember to write down your opponent's name on your separate sportsman sheet as you will need these names at the end of the tournament to score sportsmanship.

**Please bring this sheet to the judges booth after your game.
Both players are needed when you turn in result sheets.**



Results for Round #1 Can You Feel It?

Your Name	Did you go first ____ Yes ____ No	Table Number	Finish (Yes or No)

Please be mindful of the schedule. If your game does not go past turn 4, then you both score 0.

Was the Initiative Seized? ____ Yes ____ No

Primary Objectives Achieved	Win	Draw	Loss
(Circle one)	20	10	0
Secondary Objective Achieved	Win	Draw	Loss
(Circle one)	10	5	0
Slay the Warlord			
(Circle one)	1	1	0
First Blood			
(Circle one)	1	0	0
LineBreaker			
(Circle one)	1	1	0
Total Points			

Have your opponent double check your results above. Have them sign below and acknowledge that the results circled/filled in above are accurate and correct.

Opponent's Signature: _____

Remember to write down your opponent's name on your separate sportsman sheet as you will need these names at the end of the tournament to score sportsmanship.

**Please bring this sheet to the judges booth after your game.
Both players are needed when you turn in result sheets.**