

# **Britcon 2018 Warhammer 40K Escalation**

## **Mission briefs**

The overall Theme is to start with a small force and then the engagements grow until a large head to head on Sunday at 3000pts. You will need a total of 4 lists, one at 750pts, one at 1400pts, one at 1800pts and the final big one at 3000pts. The last list (3000pts) does not need to be submitted until the Friday night or Saturday Morning. Heavier scoring will be placed on the Friday and Saturday games and less on the Sunday Mass brawl. This is due to the Sunday point's level, which can be wildly unpredictable at times.

**House rules:** - Beneficial Powers and abilities may not be cast, or affect, units from different "Chapter/Hive/War-band or other such" keyword. I.E. Blood Angels powers only work on Blood Angels, Ultra Marine abilities only affect other Ultra marine units and not, other imperium units (even if stated in description). If in any doubt, please ask.

You only get one relic per army list. No spending Command points to buy more.

Command points:- you will get a set number to be used over the course of games 1-5 (26 command points) You could use them all in game 1 and 2 but you would have nothing left for the other games. Opponents, keeps track of what is used and what are generated. There will be a tracker on the score sheet. If you have abilities to restore spent command points, they still work and you can restore spent points.

When writing your lists, ensure all Detachments only comprise of a single, Chapter/Hive/War-band or other such keyword. E.g. Your Battalion will consist of all Ultra Marines units, but the Vanguard detachment could be Space Wolves.

## **Friday evening.**

### **Games 1 and 2**

You play 2 games of 750pts ea. You play the same person twice. Take it in turns to go first. You will use the same chosen Warlord Trait and powers for each game, so choose carefully.

List:- Patrol Detachment only

Troops (must spend 250pts or more of troops (do not include the cost of dedicated transports in the 250pts.)) Outside of infantry choices, each unit can only have a max of 8 wounds. (E.g This would means Only 1 Carnifex or Dreadnaught.)

Understrength Units will be allowed. (Such as taking a single Centurion as your Heavy support choice)

No Named Characters

No forge world.

No Lords of War.

Mission: Advance and hold

5 Objectives Game Length 5 turns

Place the first objective in the centre of the table. Place the other objectives, in the centre of each table quarter.

Deployment: Table quarters, exclude an area measuring 9 inches from the centre of the table.

At the end of the **Your** game turn you score 1 point for each objective you control except the centre objective which is worth 2 points. Total up the points as the game progresses until the end of turn 5. Should one side be destroyed, the victor has the remaining turns to amass as many points as they can by playing their turns out and moving to control objectives.

### **Tournament Scoring rounds 1-5 only**

Compare the final result. Do this for each game, even if you table your opponent. If the results are as follows.

Equal = each player gets 6pts.

1 player scores more than the opponent = the higher player gets 8pts and the lower gets 4pts  
If 1 player scores double or more than the opponent = the winner gets 10pts and the other player gets 2 pts

**Bonus Tournament Points:**

Bonus points Added to your Tournament score after working out the above result.  
1 point if you held all 5 objectives at any point during either of the games.  
1 point if you completely destroyed (tabled) your opponent.

**Saturday Morning.**

**Game 3**

Start 09:00 Finish 11:30  
Army list 1400pts  
Single Battalion Detachment  
Game time 2 Hrs

Use a new list comprising of only a single Battalion Detachment.

Troops (must spend 300pts or more of troops (do not include the cost of dedicated transports in the 300pts.))  
No Named Characters  
Limited number of forge world units. (Max of 250pts combined)  
No Lords of War

**Mission – Establish a Base of Operations.**

Dawn of War deployment  
Max 5 turns

Each player places 2 Objectives at least 20" apart inside the Opponents deployment area. Privately select 1 of these objectives to be your primary target. Write it down so you can disclose it to your opponent at the end of the game. At the end of 5 turns, score 2pts for each of the objectives you control that are not primary targets. If you control your primary target you score 5pts for that objective. If your opponent controls your primary target, they score 3 points instead.  
Score 1 point for Slay the Warlord.  
Score 1 point for each unit over the first 2 units that end the game in the opponent's deployment area.

Compare totals

Equal = each player gets 6pts.

1 player scores more than the opponent = the higher player gets 8pts and the lower gets 4pts

If 1 player scores double or more than the opponent = the winner gets 10pts and the other player gets 2 pts

**Bonus Tournament Points:**

Bonus points Added to your Tournament score after working out the above result.  
1 point if you held all 4 objectives at any point during either of the games.  
1 point if you completely destroyed (tabled) your opponent.

**Game 4**

Start 12:30 Finish 15:30  
Army list 1800pts  
Game time 3 hrs

New List using a single Battalion Detachment and if wish, one other detachment.

Troops (must spend 400pts or more of troops (do not include the cost of dedicated transports in the 400pts.))  
No LOW over 450pts  
You can, if wish, include up to 450pts of Forge world

## **Mission - Line-Breaker Assault: Dawn of War Deployment.**

The object of this mission is to pass through the enemy lines and leave the table via their long table edge.

Throughout the game keep a total of the points you earn as follows.

You score a victory point for each friendly unit that is completely in your opponent's deployment zone at the end of each player turn.

You score 2 victory points per friendly unit that has wholly crossed over the opponent's table edge. (remove from play)

\*Please note that you still require one unit on the board to keep your victory points at the end of the game. If you are wiped out or have had your last unit move off the enemy's table edge you will lose half the points you have earned so plan carefully.

Slay the Warlord: If the enemy's Warlord has been slain during this battle, you score 1 victory point.

Should you table the opponent then you can use the remaining turns to amass points, it is not an automatic win.

Score as normal.

### **Bonus Tournament Points:**

Big game Hunter, score a bonus point if you destroy a model that has 10 or more wounds in a single round.

Blitz; score a bonus point if you end the game with no units outside the opponent's deployment zone. (Being tabled does not count)

## **Game 5**

16:30 – 19:30

Army list 1800pts

Game time 3 hrs

Use the same army list as before

## **Mission – Scorched Earth: Dawn of War Deployment.**

Place 6 Objectives equally spaced along the edge of your deployment zone. (The edge towards the centre of the table)

**Control or Raze:** Each player scores 1 victory point at the end of their turns for each objective marker they control. A player controls an objective marker if they have more models with 3" of the centre of it than their opponent does. However, if an objective marker is within the **enemy's** deployment zone you can choose to raze it if you control it; doing so scores you D3 victory points\* instead of 1 but that objective marker is then removed from the battle.

\*Please note that a use of a Command Reroll cannot change the result of the D3.

Score as before.

### **Bonus Tournament Points:**

Earn a bonus point if 2 or more of the objectives in your deployment zone are still up at the end of the game.

Earn a bonus point for each character killed up to a maximum of 3 points

## **Sunday**

### **Game 6**

Start 09:00 ish – 15:45ish includes lunch

Points 3000

5 turns max

1 Battalion (2 HQ's and 3 Troops) the rest bring what you want. Expect over powered Forge world, lots of super heavies and even possible titans. Think Big or go home. Show your list on the Friday night/ Saturday Morning. Please bring all rules for none codex units Forge world units.

Each Player gets 5 command points

No strategies (command points for rerolls/counter offensive/insane bravery only)

#### **Mission – Final Gambit**

Please use the following Night fighting rules for the first turn only. (-1 to hit targets over 18")

Each Table will be set with a defensive area and an assault area. The two players will agree who plays defender and who attacks. If you cannot agree roll a dice and the winner gets to choose.

#### **Deployment**

Defender:- Your area of deployment is the table end with the defensive line and the 30" from the table end towards the centre. You deploy all units first. You may place units in reserve.

Attacker:- Sets up from the opposite table end and the 24" in from that end. All units are deployed on the table no reserves.

This leaves 18" of no man's land between.

Attacker gets first turn. You have 5 turns to get as many units into the defenders area. At the end of turn 5 if a unit is within 12" of the table end they score 2pts. If the unit is only within 24" of the table end, they only score 1 point. Any unit that is fully destroyed is placed into ongoing reserve and must come back on via the attackers table end. (Ignore units in reserve, destroyed at end of turn rules)

Defender goes second. All trenches and barricades provide units with a +1 to the armour save to infantry units within 2" of it. Larger units gain cover if 50% obscured. Over the 5 turns you score 1 point for each enemy unit that you completely destroy.

#### **Compare totals**

Equal = each player gets 3pts.

1 player scores more than the opponent = the higher player gets 4pts and the lower gets 2pts

If 1 player scores double or more than the opponent = the winner gets 5pts and the other player gets 1 pts

#### **Bonus Tournament Points:**

Score a bonus point for each Model with 12 or more wounds destroyed, up to a maximum of 3 points.