



Buckeye Battles

Buckeye Battles Warhammer 40k GT Missions

I can be reached at jelverson.buckeyebattles40k@yahoo.com

General Gaming

1. Look up rules issues. If you call a judge, they will have the final word. No exceptions.
2. No swearing or offensive language or actions. You may be warned or asked to leave without a refund depending on the offense and/or number of offenses.
3. Roll your dice in an open area and make sure your opponent can see them. Agree prior to the game what a cocked die is and how you will handle rerolling them. All rolls must be made by the player. Dice rolls made by spouses, kids, or buddies do not count.
4. Players will be given a 15 minute warning when the round end is approaching. **Players will not start** a new Game Turn once this had been called regardless if players feel another turn can be completed. If this is called in the top of the game turn, then the players will be provided only the necessary amount of time to end the game turn. Players should monitor the round time to try and ensure games end in the time provided.
5. When you are done with a game, you may watch other games in process. Please be considerate of the players. It can be distracting to have a group watching and commenting on your game.

Terrain- Terrain: Terrain should be defined between players and **DEPLOYED** before each game begins. There should be a roughly symmetrical distribution of terrain on the table. **Mysterious Terrain** rules are not used.

Fortifications: are all placed using the same guidelines. Fortifications may not be placed within 3" of a board edge or another piece of terrain. If a Fortification cannot be placed under those guidelines, move a piece of terrain. If it is still not possible to place a Fortification, remove a piece of terrain to make room for it. **Exceptions:** Aegis Lines may be placed anywhere on the table disregarding the 3" rule, and The Skyshield landing pad can be placed closer than 3" to a table edge, but not another piece of terrain

Painting/Modeling- At this tournament, painting is not a requirement, but strongly encouraged. Painting will be part of the overall score, and will be used to aid in deciding the Best Overall, Tie Breakers, and Best Appearance. All models are expected to be WYSIWYG to a reasonable standard. Exceptions will be made for themed units or armies. Using a reasonable substitute to “Counts As” another model is allowed. If in doubt, send a picture in of a model to the **TO** in advance to ask if it is acceptable.

Sportsmanship- Buckeye Battles for years has prided itself in the level of sportsmanship, class, and fun its attendees present to their opponents. Poor Sportsmanship will not be tolerated. Players will be able to award their opponent with a score. (See Sportsmanship Sheet) If players are found to be lacking in this area, they may be docked points and up to being asked to leave. (No Refund)

Concessions and Wipeouts

Conceding- Players must play for 1 hour before concessions can be made. Judges must be notified to approve a concession. Players who concede gain zero points, and their opponent gains 12 Battle Points only for the game.

Wipeouts-If a player can destroy his opponent’s entire force, they will be awarded a 5 Battle Points bonus.

MISSION POINTS

The Primary Objective is Worth 12 Battle Points, if tied, the Battle points will be split, and both players will receive 6 Battle points.

Secondary Objective can be tied, an is worth 6 Battle points.

Bonus points are in addition to the Objective points, and can be awarded to both plays. Worth up to 6 Battle Points.

DEPLOYMENT ORDERS

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

- 1. Deployment Terrain:** Make note of the Deployment Type used in the mission. Players then roll off to see who deploys terrain first. Alternate until all terrain has been deployed.
- 2. Generate Pre-game Abilities:** Determine pre-game abilities such as Warlord Traits (pg. 111), Psychic Powers (pg. 418), Gifts of Mutation, Demonic Rewards and the like.
- 3. Place Objective Markers:** Place Objectives as directed in Mission. Starting with the player who chose deployment zone, players alternate placing objective markers as described in the mission (*see Pre-deployment Addendum for each mission*). All objectives must be at ground level and no objective can be placed within 6" of any battlefield edge, within 12" of another objective marker or in/on impassible terrain, buildings or fortifications.
- 4. Night Fighting:** Roll to see if night fight is in effect.
- 5. Determine Deployment Zones:** Armies roll-off and the winner chooses his deployment zone/table half.
- 6. Determine Deployment Order:** Armies roll-off and the winner decides who will deploy first and second. Players then deploy their Fortifications starting with player who was chosen to go first. ***Fortifications:** Fortifications must be placed so the majority of the fortification is within the player's deployment zone and not within 4" of another fortification. **THE PLAYER WHO DEPLOYED FIRST, GOES FIRST UNLESS SEIZED ON.**
- 7. 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.
- 8. Seize the Initiative (pg. 122):** If a player who is due to go second wishes to Seize the Initiative, he can roll a D6 before the beginning of the first turn. On a roll of a 6, he successfully seizes the initiative and goes first instead. **CODEX MODIFIERS MAY CHANGE ROLL NEEDED TO SIEZE. *IMPENDING DOOM-** If the opposing army includes a Gargantuan Creature or Super Heavy Vehicle, and yours does not, you receive a +1 to this roll.

Variable Game Length (pg. 122): See pg. 122 in BRB for further.

OBJECTIVES AND SCORING

Progressive Objectives: Some missions will include progressive objectives. The specifics of how and when these progressive objectives are scored will be defined in each mission. When used, your mission will include a scoring section to help track points.

Eternal War Objectives: Some missions include eternal war objectives. **Eternal war objectives are always scored at the end of the game.** Each mission will specify the conditions of the eternal war objectives.

Bonus Points and other sources of Victory Points: Every game will include ways to score bonus points. Formation Benefits and other special rules which generate victory points will be added to your secondary objective score for determining the secondary objective points.

Bonus Point Guidelines

- **Linebreaker:** Per the BRB.
- **Slay the Warlord:** Per the BRB.
- **First Strike:** A player earns this point if they destroy an enemy unit in the first game turn.
 - Note: Independent Characters count as their own unit, regardless of whether they are in another unit or not.
 - Note: Both players can earn this point.
- **Big Game Hunter:** Destroy your enemy's most expensive unit by Game end.
- **Marked for Death:** At the beginning of the game, Nominate one enemy unit. To gain this point, the marked unit must have been destroyed by games end.
- **Follow Me !:** If by the end of the game, your warlord is alive and at least partially in your opponent's deployment zone.
- **Eye Spy:** On a sheet of paper; write down one of your units. **DO NOT SHOW YOUR OPPONENT.** This point is obtained if the nominated unit survives the game. Units that are running or below 25% count as destroyed for purposes of this bonus point. When the game is over, advise the nominated unit to your opponent.

Every Mission will also have the following rule:

- **Through Attrition Victory-** Every 3 Wounds or Hull Points a Super Heavy or Gargantuan Creature Lord of War has, rounding up, counts as a unit for scenario objectives that require the opposing player to destroy an enemy unit.
 - Example: In Purge the Alien, an Imperial Knight with 3 Hull Points could give up 2 Kill Points total. 1 for the first 3 Hull Points of damage done, the second when it lost its last 3 Hull Points and was destroyed. A Stormsurge with 8 wounds would give up 3 Kill Points if destroyed.
 - Example: If a player generates a "Destroy an Enemy Unit" Maelstrom Mission, they fulfill the requirement for every 3rd Hull Points or Wound they inflict on a Super Heavy or Gargantuan Creature during that player turn, rounding remaining wounds up.
- In some cases, LOWs may have the ability to heal wounds/hull points, in this case, any damage done to a specific Super Heavy or Gargantuan Creature Lord of War is cumulative, even if they heal wounds or repair Hull Points by some means. This would effectively increase the number of Kill Points they could give up.
 - An Imperial Knight takes 3 Hull Points of damage bringing it down to 3 remaining, giving up 1 Kill Point. It repairs a Hull Point of damage raising its remaining Hull Points to 4. In the next turn, it takes 3 more Hull Points of damage lowering it to 1 Hull Point remaining, giving up a 2nd Kill Point. It then loses its last Hull Point of damage, destroying it, giving up a 3rd Kill Point as remaining wounds or Hull Points are rounded up.
 - In instances where a Super Heavy or Gargantuan Creature is able to repair Hull Points or heal wounds, it is advisable to keep a tally of damage done to each over the course of the game.

Round# _____	Table # _____
Player #1	Player #2
Primary Mission: 12 pts or 6 pts	Primary Mission: 12 pts or 6 pts
Secondary Mission: 6 pts	Secondary Mission: 6 pts
Bonus Points: (0-6 pts) _____	Bonus Points: (0-6 pts) _____
Wipeout: +5	Wipeout: +5
TOTAL:	TOTAL:
<u>Opponents Sportsmanship</u> Great (5pts) Average (3pts) Poor (1 pt)	<u>Opponents Sportsmanship</u> Great (5pts) Average (3pts) Poor (1 pt)
Player Initials:	Player Initials:

Round# _____	Table # _____
Player #1	Player #2
Primary Mission: 12 pts or 6 pts	Primary Mission: 12 pts or 6 pts
Secondary Mission: 6 pts	Secondary Mission: 6 pts
Bonus Points: (0-6 pts) _____	Bonus Points: (0-6 pts) _____
Wipeout: +5	Wipeout: +5
TOTAL:	TOTAL:
<u>Opponents Sportsmanship</u> Great (5pts) Average (3pts) Poor (1 pt)	<u>Opponents Sportsmanship</u> Great (5pts) Average (3pts) Poor (1 pt)
Player Initials:	Player Initials:

Round# _____	Table # _____
Player #1	Player #2
Primary Mission: 12 pts or 6 pts	Primary Mission: 12 pts or 6 pts
Secondary Mission: 6 pts	Secondary Mission: 6 pts
Bonus Points: (0-6 pts) _____	Bonus Points: (0-6 pts) _____
Wipeout: +5	Wipeout: +5
TOTAL:	TOTAL:
<u>Opponents Sportsmanship</u> Great (5pts) Average (3pts) Poor (1 pt)	<u>Opponents Sportsmanship</u> Great (5pts) Average (3pts) Poor (1 pt)
Player Initials:	Player Initials:

Favorite Opponent

Opponents	<u>Select One Below</u>
Round #1 Name	Gold-3
Round #2 Name	Gold-3
Round #3 Name	Gold-3
Round #4 Name	Gold-3
Round #5 Name	Gold-3

Player Name: _____

You must choose a Gold Award for one opponent. You can only choose a **Gold award once**.
Please print names clearly.

General's Choice

During Day 1, you will have a chance to view all the armies. Choose what you feel are the top 2 Armies based on appearance. You cannot choose yourself.

First Place (2 pts) _____

Second Place (1 pt) _____

You must turn in this sheet after your Fifth game completely filled out. If you fail to do so, you will lose 3 points from your overall score.

Player Name: _____

Judge: _____

General's Choice can add additional points to your final paint score. (9 pts Max)

Painting-6pts max

TOTAL SCORE: _____

1. Entire army is fully painted to a minimum standard? (Three Colors)	YES / NO
2. Army painted using a consistent paint scheme across all units and models?	YES / NO
3. Models in the army are noticeably and consistently highlighted and shaded?	YES / NO
4. Characters painted so they stand out?	YES / NO
5. Army painted to a high level of technical ability?	YES / NO
6. Army has completely finished bases?	YES / NO
TOTAL----->	

Hobby Skill/Appearance-6pts max

1. Does the army include any simple conversions?	YES / NO
2. Do the army's conversions display a high level of technical modeling skill?	YES / NO
3. Does the army have consistent or custom basing?	YES / NO
4. Does the army have display enhancing effects? (LED lighting for example)	YES / NO
5. Does the army have a display board that has effort put into it? *** (WORTH 2 PTS) ***	YES / NO
TOTAL----->	

Army Theme and Composition-6pts max

1. Does the army have a noticeable theme?	YES / NO
2. Does the army have a story behind it?	YES / NO
3. Does the basing and display board support the theme?	YES / NO
4. Does the theme extend to unit selection?	YES / NO
5. Does the Army have a name or name plate?	YES / NO
6. Does the army have any cool extras? (Costumes, Display Board, Banners for Example)	YES / NO
TOTAL----->	

Mission #1-First Contact

Briefing- Both armies land on the planet, and in the first encounter scramble to secure whatever toe hold they can for reinforcements to start arriving from orbit. Securing key locations is the most important thing, killing the enemy is only a lingering priority.

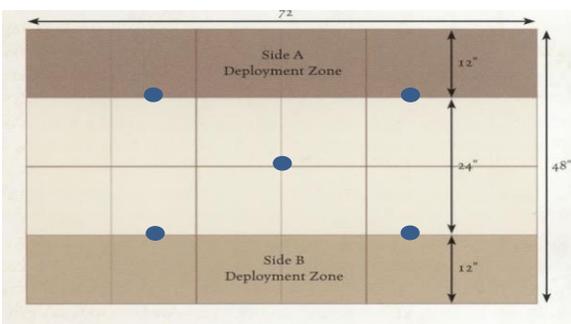
Deployment and Special Rules

Bonus Points

Please Follow the Deployment Orders Listed in the Event Packet.

Objective Placement: Before any other action is taken, place 4 objectives in every board corner, 18" from the closest short edge and 12" from the closest long edge (so you'll have four objectives in the center of each table quarter). Place the fifth objective in the exact center of the board. (5 TOTAL)

Mission Special Rules Impending Doom, Infiltrate, Reserves, Deep Strike, Scouts, Outflank, AND **Blind Deployment**



Slay The Warlord: 1 VP if the enemy's warlord was removed as a casualty by the end of the game.

First Strike: A player earns 1 VP if they destroy an enemy unit in their first game turn. Independent Characters count as their own unit, regardless of whether they are in another unit or not. Both players can earn this point.

Line Breaker: A Player earns 1 VP if at the end of the game, your Army has at least 1 model from one or more scoring units completely within the enemy's deployment zone.

Through Attrition Victory: At the end of the game, your army scores 1 VP for every three wounds or hull points lost by an enemy Gargantuan Creature or Super Heavy Vehicle. (3 VPS Max)

::PRIMARY OBJECTIVE::

Eternal War (Objectives): The 4 Objective Markers in the 4 table quarters are worth 2 VPs each at the end of the game. The Objective Marker in the Center of the table is worth 3 VPs. The Player who secures the most VPs wins the primary objective, 12 BPs. If Tied at game end, 6 BPs are awarded to each player.

::SECONDARY OBJECTIVE::

Progressive Objective: The 4 objective markers in the 4 table quarters are scored starting with the second game turn. Armies score objectives at the top of the Army (Player) turn. Objectives are worth 1 victory point each. The player with the most VPs wins 6 BPs. If tied at game end, both players gain 6 BPs

<u>VP Tracker</u>	Army 1	Army 2
Turn 2		
Turn 3		
Turn 4		
Turn 5		
Turn 6		
Turn 7		
TOTAL		
Bonus Points		
Primary Objective		

Mission #2-Consolidation

Briefing- With an initial landing established, your army now attempts to seize control of vital locations necessary for constructing communication arrays, dispersing supplies and other things needed to win the wider war.

Deployment and Special Rules

Bonus Points

Please Follow the Deployment Orders Listed in the Event Packet.

Objective Placement: After you have determined who is going first, but before beginning deployment of forces, the players will take turns placing the four objectives, starting with the player that will deploy first. These objectives may not be in impassible terrain, or be within 12” of a table edge or another objective

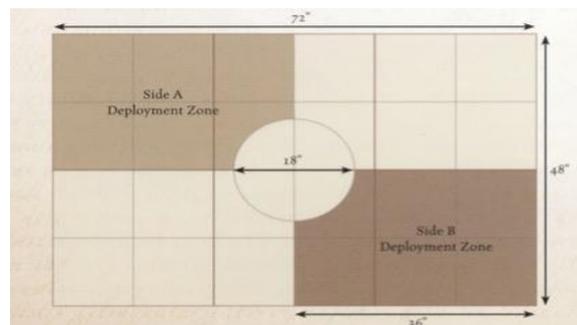
Mission Special Rules: Impending Doom, Infiltrate, Reserves, Deep Strike, Scouts, Outflank

Slay The Warlord: 1 VP if the enemy’s warlord was removed as a casualty by the end of the game.

Marked for Death: At the beginning of the game, Nominate one enemy unit. To gain this point, the marked unit must have been destroyed by games end.

Line Breaker: A Player earns 1 VP if at the end of the game, your Army has at least 1 model from one or more scoring units completely with the enemy’s deployment zone.

Through Attrition Victory: At the end of the game, your army scores 1 VP for every three wounds or hull points lost by an enemy Gargantuan Creature or Super Heavy Vehicle. **(3 VPS Max)**



::PRIMARY OBJECTIVE::

Eternal War (Objectives): The 4 Objective Markers are worth 2 VPs each at the end of the game. The Player who secures the most VPs wins the primary objective, 12 BPs. If tied at game end, 6 BPs are awarded to both players.

::SECONDARY OBJECTIVE::

Progressive Objective: Scored starting with the second game turn. Armies score Table quarters by having control of more Table quarters than their opponent at the top of the Army (Player) turn. Players will compare their controlled quarters by seeing who as the most scoring units entirely inside each table quarter. Whoever has the most gains VPs equal to the game turn. If a tie, both players gain the VPs. The player with the most VPs at game end gains 6 BPs. If tied at game end, both players gain 6 BPs

<u>VP Tracker</u>	Army 1	Army 2
Turn 2		
Turn 3		
Turn 4		
Turn 5		
Turn 6		
Turn 7		
TOTAL		
Bonus Points		
Primary Objective		

Mission #3-Break the Line

Briefing- With your infrastructure secure, your army unleashes to wage war against the enemy. You and your opponent's crash at the no man's land between your lines, hoping to drive a wedge that your forces can push through to annihilate your enemy once and for all.

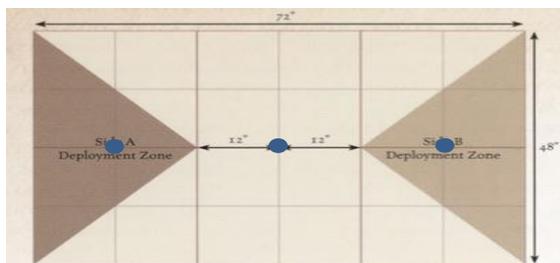
Deployment and Special Rules

Bonus Points

Please Follow the Deployment Orders Listed in the Event Packet.

Objective Placement: Before any other action is taken place 2 objectives, each 24" away from the long table edges (at the board's midline), and 12" away from the short table edge. Place the third objective at the exact center of the board.

Mission Special Rules: Impending Doom, Infiltrate, Reserves, Deep Strike, Scouts, Outflank



Slay The Warlord: 1 VP if the enemy's warlord was removed as a casualty by the end of the game.

Big Game Hunter: Destroy your enemy's most expensive unit by Game end.

Line Breaker: A Player earns 1 VP if at the end of the game, your Army has at least 1 model from one or more scoring units completely within the enemy's deployment zone.

Through Attrition Victory: At the end of the game, your army scores 1 VP for every three wounds or hull points lost by an enemy Gargantuan Creature or Super Heavy Vehicle. **(3 VPS Max)**

::PRIMARY OBJECTIVE::

Eternal War (Objectives): The 3 Objective Markers are worth 3 VPs each at the end of the game. The Player who secures the most VPs wins the primary objective, 12 BPs. If tied at game end, 6 BPs are awarded to both players.

::SECONDARY OBJECTIVE::

Progressive Objective: Scored starting with the second game turn. Armies score by having control of the objective in their deployment zone, and their opponent's deployment zone. If both objectives are controlled, the player gains VPs equal to the game turn. Whoever has the most VPs at game end gains 6 BPs. If tied at game end, both players gain 6 BPs

<u>VP Tracker</u>	Army 1	Army 2
Turn 2		
Turn 3		
Turn 4		
Turn 5		
Turn 6		
Turn 7		
TOTAL		
Bonus Points		
Primary Objective		

Mission #4-Open Battle

Briefing- Now that the defense lines have been breached, the two armies engage each other in the open field. Vital locations are no longer the primary focus – now it is about killing the enemy today so that you can take their territory tomorrow.

Deployment and Special Rules

Bonus Points

Please Follow the Deployment Orders Listed in the Event Packet.

Objective Placement: Before any other action is taken, place 4 objectives in every board corner, 18” from the closest short edge and 12” from the closest long edge (so you’ll have four objectives in the center of each table quarter)

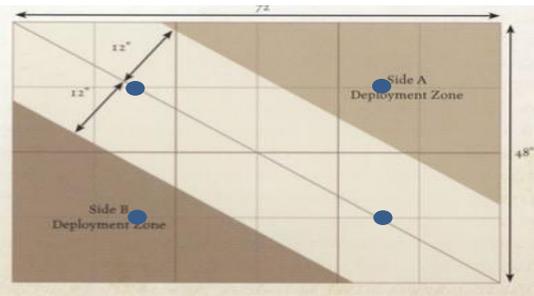
Mission Special Rules: Impending Doom, Infiltrate, Reserves, Deep Strike, Scouts, Outflank

Slay The Warlord: 1 VP if the enemy’s warlord was removed as a casualty by the end of the game.

Eye Spy: On a sheet of paper; write down one of your units. **KEEP SECRET.** This point is obtained if the nominated unit survives the game. Units that are running or below 25% count as destroyed for purposes of this bonus point.

Line Breaker: A Player earns 1 VP if at the end of the game, your Army has at least 1 model from one or more scoring units completely with the enemy’s deployment zone.

Through Attrition Victory: At the end of the game, your army scores 1 VP for every three wounds or hull points lost by an enemy Gargantuan Creature or Super Heavy Vehicle. **(3 VPS Max)**



::PRIMARY OBJECTIVE::

Eternal War (Objectives): The 4 Objective Markers are worth 3 VPs each at the end of the game. The Player who secures the most VPs wins the primary objective, 12 BPs. If tied at game end, 6 BPs are awarded to both players.

::SECONDARY OBJECTIVE::

Progressive Objective: Kill Points-Score 1 VP for each enemy unit destroyed, and 2 for each Fast Attack Unit Destroyed. Whoever has the most VPs at game end gains 6 BPs. If tied at game end, both players gain 6

<u>VP Tracker</u>	Army 1	Army 2
Turn 2		
Turn 3		
Turn 4		
Turn 5		
Turn 6		
Turn 7		
TOTAL		
Bonus Points		
Primary Objective		

Mission #5-All or Nothing

Briefing- Drained from weeks of constant fighting, your forces muster what strength they can and charge headlong into the enemy in hopes of breaking their resolve once and for all. Your goal is to deprive them of their vital installations and eliminate their capacity to wage war

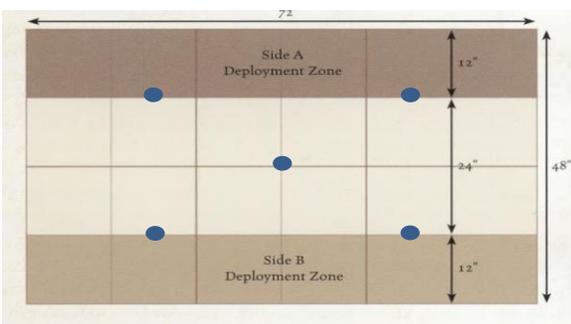
Deployment and Special Rules

Bonus Points

Please Follow the Deployment Orders Listed in the Event Packet.

Objective Placement: Before any other action is taken, place 4 objectives in every board corner, 18" from the closest short edge and 12" from the closest long edge (so you'll have four objectives in the center of each table quarter). Place the fifth objective in the exact center of the board. (5 TOTAL)

Mission Special Rules: Impending Doom, Infiltrate, Reserves, Deep Strike, Scouts, Outflank



Slay The Warlord: 1 VP if the enemy's warlord was removed as a casualty by the end of the game.

Follow Me !: If by the end of the game, your warlord is alive and entirely in your opponent's deployment zone.

Line Breaker: A Player earns 1 VP if at the end of the game, your Army has at least 1 model from one or more scoring units completely within the enemy's deployment zone.

Through Attrition Victory: At the end of the game, your army scores 1 VP for every three wounds or hull points lost by an enemy Gargantuan Creature or Super Heavy Vehicle. (3 VPS Max)

::PRIMARY OBJECTIVE::

Eternal War (Kill Points): Score 1 VP for each enemy unit destroyed, 2VPs for each Fast Attack and Elite unit destroyed, and 3 VPs for each Heavy Unit Destroyed. The Player who secures the most VPs wins the primary objective, 12 BPs. If tied at game end, 6 BPs are awarded to both players.

::SECONDARY OBJECTIVE::

Progressive Objective: The 5 objective markers are scored starting with the second game turn. Armies score objectives at the top of the Army (Player) turn for each one controlled. Objectives are worth 1 victory point each. The player with the most VPs wins 6 BPs. If tied at game end, both players gain 6 BPs

<u>VP Tracker</u>	Army 1	Army 2
Turn 2		
Turn 3		
Turn 4		
Turn 5		
Turn 6		
Turn 7		
TOTAL		
Bonus Points		
Primary Objective		