



BOSTON BRAWL 2011 WH40K MISSION PACKET

Rules and reminders

Army List

Armies will consist of 1,850 points or fewer, using a standard force organization chart. Players **MUST** use the same army list throughout the tournament. Special/Unique/Named Characters may be fielded, provided their individual rules allow them to be used in armies of 1,850 pts or fewer. Forge World/Imperial Armor units are **NOT** allowed in the Boston Brawl; however players may still use their Forge World models to represent a unit from their codex.

If illegal units or rules violations are found in a player's list, at a minimum, the models in violation will be removed from all subsequent play. Tournament points may be deducted and award eligibility may be forfeited.

General

The Warhammer 40,000 5th Edition Rules and all relevant Games Workshop Errata and FAQs will be used.

You must bring your own copy of the rules (which include the actual Codex used for your army), dice, templates, pen/pencil, calculator, or anything else you'll need during the course of regular play.

Each player must bring (at a minimum) three objective markers on 40mm bases.

General Mission Notes

Game Length

All missions use Random Game Length as described in the Warhammer 40,000 rulebook, and will last until then or until time runs out. In order to keep the tournament running on schedule, a final 15 minute warning will be announced. Because of this, please be aware of the time left in the round and **DO NOT** start a turn you cannot finish.

Standard Special Rules

As standard for 5th edition, all missions include Reserves, Deep Strike, Infiltrate, and Scouts. Other special rules will be noted in the individual missions.

"Own Table Edge"

As a reminder, bear in mind that in each of the three standard deployment types (Spearhead as well as Dawn of War and Pitched Battle), the player who chose deployment zone is selecting an entire long table edge has his own table edge (though may only deploy along half of it in Spearhead), and the opposite long table edge belongs to his opponent. Reserves may enter anywhere along a player's own table edge.

Victory Conditions

Units Falling Back

As per the Warhammer 40,000 rulebook (pg 90), as soon as the game ends and before working out victory conditions, all units that are falling back are removed from the game and count as destroyed. Units fall back toward the owning player's own table edge, as described on page 45 of the rulebook.

Wipeouts

A "Wipeout" occurs when one player has had all of his models destroyed and there is no chance that any of his models will return to play later. When this happens, the other player plays out any remaining turns as normal, with the players rolling for Random Game Length as usual. The player with surviving models is considered to automatically achieve the **primary** objective, but must actually achieve the secondary and tertiary objectives. He is **not** automatically awarded those points unless those objectives are successfully accomplished.

Many thanks and acknowledgements to Adepticon and the NOVA Open for inspiration and details of this packet.



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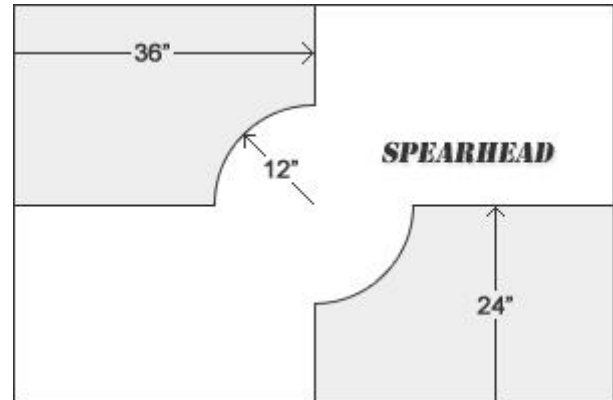
BLOOD WILL SOON BE SHED

Boston Brawl 2011 Mission One

Deployment and Setup - Spearhead

The table is divided into four quarters, formed by drawing two imaginary perpendicular lines through the center point. So a 6' x 4' table has four 3' x 2' quarters. **Place one objective at the center point of the table.**

The players roll off, and the winner chooses to go first or second. The player that goes first then chooses one of the long table edges to be his own table edge, and chooses one of the two table quarters on his side of the table (this area, except the portion within 12" of the table center, is his deployment zone). The opposite area is his opponent's deployment zone. The first player then **places an objective anywhere in his own deployment zone**. The other player then **places an objective within their own deployment zone**. There should now be a total of **three objectives** on the table.



The player going first then deploys his force in his deployment zone. His opponent then deploys in the opposite deployment zone. Deploy any Infiltrators and make any Scout moves. Once deployment has finished and any Scout moves have been made, the player going second may attempt to **Seize the Initiative**. On a roll of 6 he will go first instead.

General Rules

Random Game Length, Reserves, Deep Strike, Infiltrate, and Scouts

Mission Special Rules

None.

Victory Conditions and Battle Points

The Primary goal is to score more Victory Points, as detailed in the WH40k rulebook (p108 of the small edition, p300 of the hardcover). Note that a vehicle gives half points if it is suffering from either "Damaged" result at the end of the game (Weapon Destroyed or Immobilized). Clarification: For vehicle squadrons, count each vehicle separately. If one player scores at least 186pts more than his opponent, he wins this goal. **Winning this goal is worth 12 battle points. If the point difference is 185 or less, this goal is a Draw and each player scores 6 battle points.**

The Secondary goal is to destroy half or more of your opponent's available Kill Points (based on the total number of Kill Points in the army **prior to deployment**). Each player receives one Kill Point for each enemy unit that has been completely destroyed. Units created during the game (Tervigon spawning) or at deployment (Combat Squads) are still worth kill points, but do NOT increase the required number. **If one player succeeds, he scores 5 battle points. If both succeed, this goal is a Draw and each scores 2. If neither succeed, it is a loss and each scores 0.**

The Tertiary goal is to control more objectives than your opponent. As described on page 91 of the rulebook, an objective is held if a player has a scoring unit within 3" of it at the end of the game, and his opponent has no units of any kind within 3" of that objective. **If a player succeeds, he scores 3 battle points. If both players control the same number, they each score 1 battle point.**



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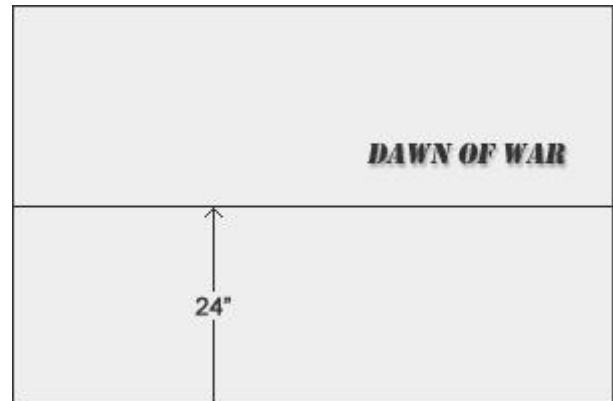
DAWN AND VICTORIOUS WEAPONS

Boston Brawl 2011 Mission Two

Deployment and Setup - Dawn of War

The table is divided lengthwise into two halves. The players roll off, and the winner chooses to go first or second. The player that goes first then chooses one of the long table edges to be his own table edge **and places the first 40mm objective**. Players then take turns placing their objectives until a total of 6 (3 per player) are on the table. Objectives must be placed as follows:

- The first objective a player places **MUST** be in his own deployment zone.
- The remaining two he places **MUST** be placed in the opponent's half of the table.
- Each objective **MUST** be placed at least 12" away from any other objective, and cannot be placed in Impassible terrain.



The player that goes first then can deploy up to two units from his Troops selections and up to one unit from HQ in his half of the table (this is his 'deployment zone'). His opponent then has the same options in the other half, but must deploy any units more than 18" from enemy units. Both players may also place units in Reserves, as normal. If so, how they will enter play (Deep Strike, Outflank, etc.) must be declared at the same time. At all times, armies must follow any special deployment rules specific to their codex (such as Chaos Daemons).

Finally, alternate deploying any Infiltrators and making any Scout moves. Note that the same cap on deployed units still applies; each player may only place up to two Troops units and one HQ unit including Infiltrators.

All units that were not deployed and not declared to be in Reserve must enter the game in the movement phase of the player's first turn by moving in from their own table edge, like a unit entering from Reserve. Once deployment has finished and any Scout moves have been made, the player going second may attempt to **Seize the Initiative**. On a roll of 6 he will go first instead.

General Rules

Random Game Length, Reserves, Deep Strike, Infiltrate, Scouts.

Mission Special Rules

Turn 1 Night Fighting.

Victory Conditions and Battle Points

The primary goal is to score more Kill Points. Each player receives one Kill Point for each enemy unit which has been completely destroyed. If the players score the same number, this goal is a Draw. **If one player succeeds, he scores 12 battle points. In a Draw each player scores 6 battle points.**

The secondary goal is to control more objectives in your half of the table than your opponent. As described on page 91 of the rulebook, an objective is held if a player has a scoring unit within 3" of it at the end of the game, and his opponent has no units of any kind within 3" of that objective. **If one player succeeds, he scores 5 battle points. If neither player controls more, this goal is a Draw and each scores 2.**

The tertiary goal is to control more objectives in your opponent's half of the table than your opponent. **If a player succeeds, he scores 3 battle points. If both players control the same number, they each score 1 battle point.**



BOSTON BRAWL 2011 WH40K MISSION PACKET

SEIZING HOSTILE GROUND

Boston Brawl 2011 Mission Three

Deployment and Setup - Pitched Battle

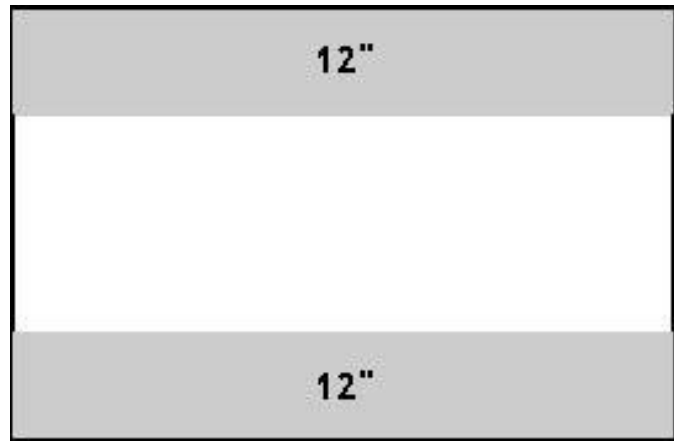
The table is divided lengthwise into two halves, by drawing an imaginary line through the middle of the short table edges.

Before rolling any dice, **five 40mm objectives are placed**. One marker goes in the center of each table quarter (center of the marker 18" from the closest short edge, and 12" from the closest long edge), and one in the center of the table.

The players roll off, and the winner chooses to go first or second. The player that goes first chooses one of

the long table edges to be his own table edge, then deploys his force in his half of the table, with all models more than 12" away from the table's middle line. This is his "deployment zone". His opponent then deploys in the opposite half.

Deploy any Infiltrators and make any Scout moves. Once deployment has finished and any Scout moves have been made, the player going second may attempt to **Seize the Initiative**. On a roll of 6 he will go first instead.



General Rules

Random Game Length, Reserves, Deep Strike, Infiltrate, and Scouts

Mission Special Rules

None.

Victory Conditions and Battle Points

The primary goal is to control more objectives than your opponent at the end of the game. As described on page 91 of the rulebook, an objective is held if a player has a scoring unit within 3" of it at the end of the game, and his opponent has no units of any kind within 3" of that objective. **If one player succeeds, he scores 12 battle points. If neither player controls more, this goal is a Draw and each scores 6.**

The secondary goal is to score more Kill Points. Each player receives one Kill Point for each enemy unit that has been completely destroyed. To Win this goal, one player must have at least 3 more points than his opponent. A difference of 2 or fewer points counts as a Draw. **Winning this goal is worth 5 battle points. In a Draw each player scores 2 battle points.**

The tertiary goal is to control more table quarters. A table quarter is held if one player has a scoring unit COMPLETELY within that quadrant, and his opponent has no scoring units completely in that quadrant. **If a player succeeds, he scores 3 battle points. If both players control the same number, they each score 1 battle point.**



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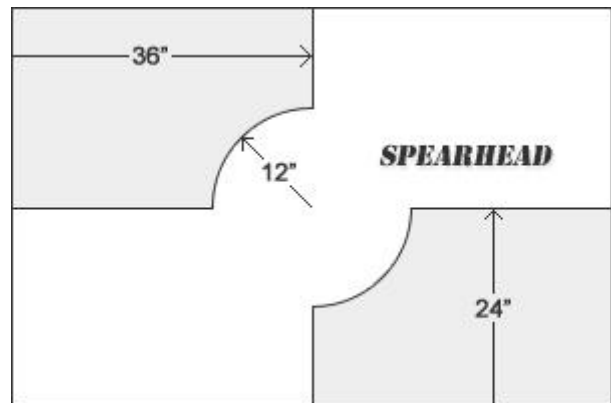
THE DUEL OF CAPTURE AND CONTROL

Boston Brawl 2011 Mission Four

Deployment and Setup - Spearhead

The table is divided into four quarters, formed by drawing two imaginary perpendicular lines through the center point. So a 6' x 4' table has four 3' x 2' quarters. **Place one objective at the center point of the table.**

The players roll off, and the winner chooses to go first or second. The player that goes first then chooses one of the long table edges to be his own table edge, and chooses one of the two table quarters on his side of the table (this area, except the portion within 12" of the table center, is his deployment zone). The opposite area is his opponent's deployment zone. The first player then **places an objective anywhere in his own deployment zone**. The other player then **places an objective within their own deployment zone**. There should now be a total of **three objectives** on the table.



The player going first then deploys his force in his deployment zone. His opponent then deploys in the opposite deployment zone. Deploy any Infiltrators and make any Scout moves. Once deployment has finished and any Scout moves have been made, the player going second may attempt to **Seize the Initiative**. On a roll of 6 he will go first instead.

General Rules

Random Game Length, Reserves, Deep Strike, Infiltrate, and Scouts.

Mission Special Rules

None.

Victory Conditions and Battle Points

The primary goal is to control more objectives than your opponent at the end of the game. As described on page 91 of the rulebook, an objective is held if a player has a scoring unit within 3" of it at the end of the game, and his opponent has no units of any kind within 3" of that objective. **If one player succeeds, he scores 12 battle points. If neither player controls more, this goal is a Draw and each scores 6.**

The secondary goal is to score more Victory Points, as detailed in the WH40k rulebook ([108 of the small edition, 300 of the hardcover). Note that a vehicle gives half points if it is suffering from either "Damaged" result at the end of the game (Weapon Destroyed or Immobilized). Clarification: For vehicle squadrons, count each vehicle separately. If one player scores at least 186pts more than his opponent, he wins this objective. **Winning this objective is worth 5 battle points. If the points difference is 185 or less, this goal is a Draw and each player scores 2 battle points.**

The tertiary goal is to control more table quarters. A table quarter is held if one player has a scoring unit COMPLETELY within that quadrant, and his opponent has no scoring units completely in that quadrant. **If a player succeeds, he scores 3 battle points. If both players control the same number, they each score 1 battle point.**



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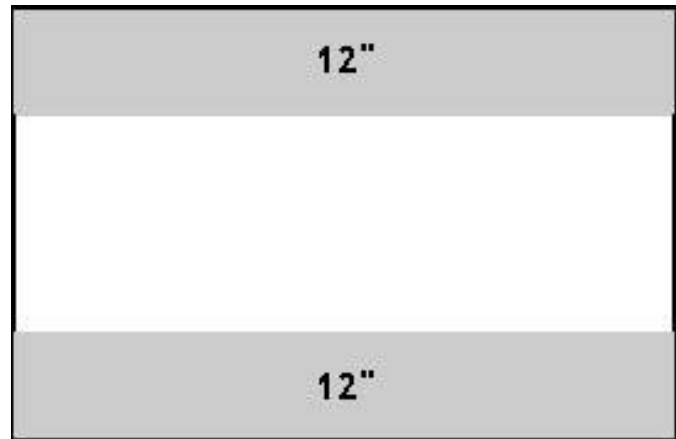
THE ANNIHILATION OF YOUR ENEMIES

Boston Brawl 2011 Mission Five

Deployment and Setup - Pitched Battle

The table is divided lengthwise into two halves, by drawing an imaginary line through the middle of the short table edges.

The players roll off, and the winner chooses to go first or second. The player who goes first chooses one of the long table edges to be his own table edge, and deploys his force in his half of the table, with all models more than 12" away from the table's middle line. This is his "deployment zone". His opponent then deploys in the opposite half.



Deploy any Infiltrators and make any Scout moves.

Once deployment has finished and any Scout moves have been made, the player going second may attempt to **Seize the Initiative**. On a roll of 6 he will go first instead.

General Rules

Random Game Length, Reserves, Deep Strike, Infiltrate, and Scouts.

Mission Special Rules

None.

Victory Conditions and Battle Points

The primary goal is to score more Kill Points. Each player receives one Kill Point for each enemy unit that has been completely destroyed. If the players score the same number, this goal is a Draw. **If one player succeeds, he scores 12 battle points. In a Draw each player scores 6 battle points.**

The secondary goal is to eliminate all of your opponent's Troop units while having at least one of your own alive at the end of the game. Do not count Dedicated Transports for the purposes of this goal. If both players have at least one Troops unit left alive at the end, this is a Draw. If neither has any, both are considered to Lose this goal and neither scores any battle points. **Winning this goal is worth 5 battle points. In a Draw each player scores 2 battle points.**

The tertiary goal is to score more Victory Points, as detailed in the WH40k rulebook ([108 of the small edition, 300 of the hardcover). Note that a vehicle gives half points if it is suffering from either "Damaged" result at the end of the game (Weapon Destroyed or Immobilized). Clarification: For vehicle squadrons, count each vehicle separately. If one player scores at least 186pts more than his opponent, he wins this objective. **Winning this goal is worth 3 battle points. If the points difference is 185 or less, this goal is a Draw and each player scores 1 battle point.**



BOSTON BRAWL 2011 WH40K MISSION PACKET

Results for Mission Five: THE ANNIHILATION OF YOUR ENEMIES

Your Name: _____ Table Number: _____

Battle Points

Primary (Kill Points): 12pts (win) / 6pts (draw) / 0pts (loss): _____

Secondary (Kill Troops/preserve yours): 5pts (win) / 2pts (draw) / 0pts (loss): _____

Tertiary (Victory Points): 3pts (win) / 1pt (draw) / 0pts (loss): _____

Total:

Actual Victory Points scored in round Five

Me: _____ My opponent: : _____

Have your opponent double-check the results above, and sign below to acknowledge that they are correct.

Opponent's Signature: _____

YOU AND YOUR OPPONENT MUST NOW BRING BOTH SHEETS TO THE JUDGES TOGETHER, **BEFORE** ANSWERING THE SPORTSMANSHIP QUESTION. IF THE QUESTION BELOW IS ALREADY ANSWERED WHEN YOU COME TO THE JUDGES, ONE POINT WILL BE **DEDUCTED** FROM YOUR TOURNAMENT **POINTS**.

Sportsmanship

"Did my opponent's attitude and/or behavior make the game an UNpleasant experience, overall?"

Circle one: YES / NO

Note to the player: Please be sure that your answer is based on your opponent's behavior as a person, not on their army, and certainly not on who won or lost. Thank you!

The thinking behind this question is that we don't want to quibble over minor details, and we're not penalizing people based on their armies. This is about whether the person was unpleasant to be around and to play a game with, and ruined the fun of the game overall.

(For Judge's use only: Mark this space for the one point penalty if appropriate): _____



Favorite Opponent and Player's Choice Ballots

My favorite opponent this weekend was: _____

My favorite army which I saw this weekend, in terms of appearance and sheer “coolness” belonged to:



BOSTON BRAWL 2011 WH40K MISSION PACKET

Results for Mission Four: THE DUEL OF CAPTURE AND CONTROL

Your Name: _____ Table Number: _____

Battle Points

Primary (Objectives): 12pts (win) / 6pts (draw) / 0pts (loss): _____

Secondary (Victory Points): 5pts (win) / 2pts (draw) / 0pts (loss): _____

Tertiary (Table Quarters): 3pts (win) / 1pt (draw) / 0pts (loss): _____

Total:

Have your opponent double-check the results above, and sign below to acknowledge that they are correct.

Opponent's Signature: _____

YOU AND YOUR OPPONENT MUST NOW BRING BOTH SHEETS TO THE JUDGES TOGETHER, **BEFORE** ANSWERING THE SPORTSMANSHIP QUESTION. IF THE QUESTION BELOW IS ALREADY ANSWERED WHEN YOU COME TO THE JUDGES, ONE POINT WILL BE **DEDUCTED** FROM YOUR TOURNAMENT **POINTS**.

Sportsmanship

"Did my opponent's attitude and/or behavior make the game an UNpleasant experience, **overall**?"

Circle one: YES / NO

Note to the player: Please be sure that your answer is based on your opponent's behavior as a person, not on their army, and certainly not on who won or lost. Thank you!

*The thinking behind this question is that we don't want to quibble over minor details, and we're not penalizing people based on their armies. This is about whether the person was **unpleasant** to be around and to play a game with, and ruined the fun of the game overall.*

(For Judge's use only: Mark this space for the one point penalty if appropriate): _____



BOSTON BRAWL 2011 WH40K MISSION PACKET

Results for Mission Three: SEIZING HOSTILE GROUND

Your Name: _____ Table Number: _____

Battle Points

Primary (Objectives): 12pts (win) / 6pts (draw) / 0pts (loss): _____

Secondary (Kill Points by at least 2): 5pts (win) / 2pts (draw) / 0pts (loss): _____

Tertiary (Table Quarters): 3pts (win) / 1pt (draw) / 0pts (loss): _____

Total:

Have your opponent double-check the results above, and sign below to acknowledge that they are correct.

Opponent's Signature: _____

YOU AND YOUR OPPONENT MUST NOW BRING BOTH SHEETS TO THE JUDGES TOGETHER, **BEFORE** ANSWERING THE SPORTSMANSHIP QUESTION. IF THE QUESTION BELOW IS ALREADY ANSWERED WHEN YOU COME TO THE JUDGES, ONE POINT WILL BE **DEDUCTED** FROM YOUR TOURNAMENT **POINTS**.

Sportsmanship

"Did my opponent's attitude and/or behavior make the game an UNpleasant experience, overall?"

Circle one: YES / NO

Note to the player: Please be sure that your answer is based on your opponent's behavior as a person, not on their army, and certainly not on who won or lost. Thank you!

*The thinking behind this question is that we don't want to quibble over minor details, and we're not penalizing people based on their armies. This is about whether the person was **unpleasant** to be around and to play a game with, and **ruined the fun of the game** overall.*

(For Judge's use only: Mark this space for the one point penalty if appropriate): _____



BOSTON BRAWL 2011 WH40K MISSION PACKET

Results for Mission Two: DAWN AND VICTORIOUS WEAPONS

Your Name: _____ Table Number: _____

Battle Points

Primary (Kill Points): 12pts (win) / 6pts (draw) / 0pts (loss): _____

Secondary (Objectives on my side): 5pts (win) / 2pts (draw) / 0pts (loss): _____

Tertiary (Objectives on opponent's side): 3pts (win) / 1pt (draw) / 0pts (loss): _____

Total:

Have your opponent double-check the results above, and sign below to acknowledge that they are correct.

Opponent's Signature: _____

YOU AND YOUR OPPONENT MUST NOW BRING BOTH SHEETS TO THE JUDGES TOGETHER, **BEFORE** ANSWERING THE SPORTSMANSHIP QUESTION. IF THE QUESTION BELOW IS ALREADY ANSWERED WHEN YOU COME TO THE JUDGES, ONE POINT WILL BE **DEDUCTED** FROM YOUR TOURNAMENT **POINTS**.

Sportsmanship

"Did my opponent's attitude and/or behavior make the game an UNpleasant experience, **overall**?"

Circle one: YES / NO

Note to the player: Please be sure that your answer is based on your opponent's behavior as a person, not on their army, and certainly not on who won or lost. Thank you!

*The thinking behind this question is that we don't want to quibble over minor details, and we're not penalizing people based on their armies. This is about whether the person was **unpleasant** to be around and to play a game with, and ruined the fun of the game overall.*

(For Judge's use only: Mark this space for the one point penalty if appropriate): _____



BOSTON BRAWL 2011 WH40K MISSION PACKET

Results for Mission One: BLOOD WILL SOON BE SHED

Your Name: _____ Table Number: _____

Battle Points

Primary (Victory Points): 12pts (win) / 6pts (draw) / 0pts (loss): _____

Secondary (Half of opponent's Kill Points): 5pts (win) / 2pts (draw) / 0pts (loss): _____

Tertiary (Objectives): 3pts (win) / 1pt (draw) / 0pts (loss): _____

Total:

Have your opponent double-check the results above, and sign below to acknowledge that they are correct.

Opponent's Signature: _____

YOU AND YOUR OPPONENT MUST NOW BRING BOTH SHEETS TO THE JUDGES TOGETHER, **BEFORE** ANSWERING THE SPORTSMANSHIP QUESTION. IF THE QUESTION BELOW IS ALREADY ANSWERED WHEN YOU COME TO THE JUDGES, ONE POINT WILL BE **DEDUCTED** FROM YOUR TOURNAMENT **POINTS**.

Sportsmanship

"Did my opponent's attitude and/or behavior make the game an UNpleasant experience, **overall**?"

Circle one: YES / NO

Note to the player: Please be sure that your answer is based on your opponent's behavior as a person, not on their army, and certainly not on who won or lost. Thank you!

*The thinking behind this question is that we don't want to quibble over minor details, and we're not penalizing people based on their armies. This is about whether the person was **unpleasant** to be around and to play a game with, and ruined the fun of the game overall.*

(For Judge's use only: Mark this space for the one point penalty if appropriate): _____



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