



Buckeye Battles

2018 Buckeye Battles 40K GT

Mission Guidelines

This section describes the format Guidelines for the 8th Edition Buckeye Battles 40K GT Mission pack. In this section, you will find the rules for pre-game setup, including deployment and scoring for Primary and Secondary missions. Unless otherwise stated, all of the missions listed below follow these steps. Questions should be directed to: jelverson.buckeyebattles40k@yahoo.com.

Pre-Game, Deployment, & Setup-(15 Minutes)

Pre-Game

Step 1: Before any dice are rolled, players will define the terrain on the board, spend pre-deployment command points, and any additional Relics they will use. These should be written or notated clearly on your army list for reference later in game.

Step 2: Players reveal the items/selections from step 1 to each other prior to starting the game round.

Deployment Map & Objectives

Step 1: Players roll off for deployment.

Step 2: The player who rolled higher, selects their deployment zone from the deployment type provided.

Step 3: Players then place objectives following scenario guidelines as listed on each mission. Instructions for placing objectives are as follows:

A: All objectives are considered to be on the ground floor and may not be placed inside of enclosed buildings. Move terrain if necessary to accommodate this requirement.

B: Distances are measured to and from models to the closest point of the objective marker when determining which models are in range to control an objective.

Step 4: The player who lost the roll-off in step 1 deploys the first unit. Deployment proceeds normally thereafter.

Determining First Turn

Step 1: Players roll off for first turn.

A: The player that finished deploying first gets a +1 modifier to the roll to go first.

Step 2: The player that wins the roll-off may choose to go first or second.

Step 3: The player that goes second may choose to roll to seize the initiative.

Game Length

Each game lasts up to **5 Battle Rounds**. At the game's conclusion, the player with the **higher total score** is the winner. Players will be provided with a 15-minute Pre-game period to advise Warlord traits, Psychic Powers, place objectives, dice rolls, and deployment.

Conceding

Players must play for 1 hour before concessions can be made. Judges must be notified to approve a concession. If one player chooses to concede before the game has come to a natural conclusion, they automatically score 0 points and their opponent is marked as the victor. At the time of concession, the victor keeps their current bonus points earned through the mission. The victor also secures the Primary and Secondary Missions, regardless if they were winning at the time of the concession.

Wipeouts

If you table your opponent in any player turn, (a player has no qualifying models on the table at the end of any player turn), The Game is over. Do not move models any further and score out the game. The players keep their points earned up until that point the wipeout occurred. If a player can destroy his opponent's entire army, they will be awarded with 5 Wipeout Battle Points.

Players should take careful note that tabling your opponent does not automatically score maximum points for the mission. Concession also does not automatically award max points to the victor!

General Gaming Rules

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 dice down is called in the top of the game turn, **then at the approval of the event judges**, 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.

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, or asked to leave with No Refund.

Mission Points

Winning the Primary Objective is worth 12 Battle Points, a draw is worth 6 Battle Points, and a loss is worth 3 Battle Points. The Secondary Objective is worth 6 Battle Points, and if tied, both players are awarded points. Bonus points are in addition to the Objective points and can be awarded to both players. Worth up to 6 Battle Points.

Mission 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: Every game will include ways to score bonus points. Generally, a task an army/unit must do sometime during the battle. Special rules which generate victory points will be added to your secondary objective score for determining the secondary objective points.

UNITS WITH OBJECTIVE SECURED HOLD AN OBJECTIVE, REGARDLESS OF THE NUMBER OF ENEMY UNITS WITHIN 3" OF AN OBJECTIVE, UNLESS THE MISSION STATES OTHERWISE.

Round# _____	Table# _____
Player	
Primary Mission: Win-12 pts Draw-6 pts Loss-3 Pts	
Secondary Mission: 6 pts	
Bonus Points: (0-6 pts) _____	
Wipeout: +5	
TOTAL:	
Opponent's Initials:	
<u>Opponents Name:</u>	
<u>Sportsmanship Score</u>	
Great (5pts) Average (3pts) Poor (1 pt.)	
Round# _____	Table# _____
Player	
Primary Mission: Win-12 pts Draw-6 pts Loss-3 Pts	
Secondary Mission: 6 pts	
Bonus Points: (0-6 pts) _____	
Wipeout: +5	
TOTAL:	
Opponent's Initials:	
<u>Opponents Name:</u>	
<u>Sportsmanship Score</u>	
Great (5pts) Average (3pts) Poor (1 pt.)	
Round# _____	Table# _____
Player	
Primary Mission: Win-12 pts Draw-6 pts Loss-3 Pts	
Secondary Mission: 6 pts	
Bonus Points: (0-6 pts) _____	
Wipeout: +5	
TOTAL:	
Opponent's Initials:	
<u>Opponents Name:</u>	
<u>Sportsmanship Score</u>	
Great (5pts) Average (3pts) Poor (1 pt.)	

Favorite Opponent

Player Name: _____

Opponent	Select <i>Only One</i> Below
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

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

Player's Name: _____

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/theme. 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.

PAINTING MATRIX

Player Name: _____

Judge: _____

Painting-6pts max

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----->	

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

TOTAL SCORE: _____

Mission #1-Three Blind Mice

Briefing- Both armies land on the planet, and in the first encounter scramble to secure whatever toe hold they can while reinforcements 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.

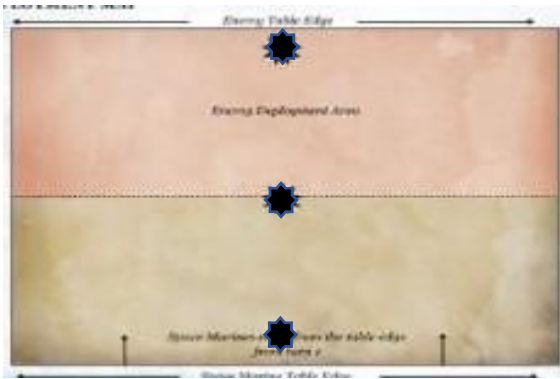
Objective Placement: Place one objective is placed in the center of the table.
Each player then places an objective marker in their deployment zone, more than 18 inches from center objective, and more than 6 inches from the board edge. **Players may not deploy with 9 inches of divider.**

Special Rules: Blind Deployment-Players deploy at the same time. Players must declare units in reserve once blind is removed. If both players have units that scout or infiltrate, roll off and take turns deploying these units. **Once deployed, players roll off for first turn no modifiers. Still roll to seize as normal.**

Slay The Warlord: 2 VPs if the enemy's warlord was removed as a casualty by the end of the game.

First Strike: A player earns 2 VPs if they destroy an enemy unit in their first game turn. Both players can earn this point.

Line Breaker: A Player earns 2 VPs if at the end of the game your Army has at least 1 or more units completely within the enemy's deployment zone.



::PRIMARY OBJECTIVE::

Eternal War Objectives: At games end, the Objective Marker in the Center of the table is worth 3 VPs. The other 2 objectives are worth 2 VPs each. The Player who secures the most VPs wins the primary objective.

<u>VP Tracker</u>	Player 1	Player 2
Turn 2		
Turn 3		
Turn 4		
Turn 5		
VP Total		
Bonus Points		
Primary Objective		

::SECONDARY OBJECTIVE::

Progressive Objective: Starting with the second game turn. Players score 1VP at the end of their Player turn for each objective they control. A player controls an objective by having more models within 3" of the center of it than your opponent does. **HOWEVER**, if a player has a **Character** within 3" of the center of an objective, they control the objective regardless of the nearby enemy. Furthermore, if a character controls the same objective marker for consecutive turns, the objective VP increases by +1, per round held. (Example: Character holds for 2 rounds- worth 2vps, 3 rounds 3vps...) If another character is within 3" of a held objective, it is contested.

Mission #2-Scorched Earth

Briefing- You are Fighting for control of strategic assets through the region. However, while seizing these locations is undoubtedly valuable, destroying those crucial to your enemy is more important, and will likely bring you victory.

Deployment and Special Rules

Bonus Points

Please Follow the Deployment Orders Listed in the Event Packet.

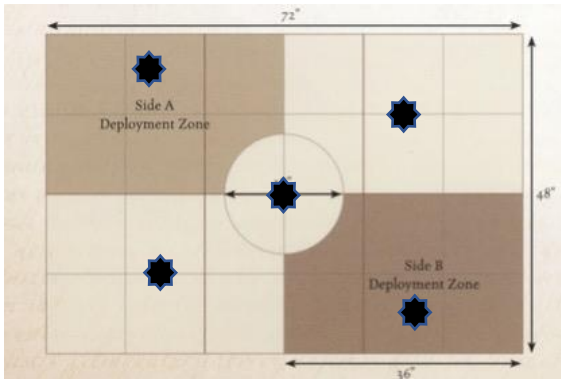
Objective Placement: Players alternate placing 5 objective markers. Each objective is placed more than 12" from another objective, and not within 6" from the board edge. One objective **must** be placed in your deployment zone, one in the Center of the table, and one in each of the other table quarters so there is only one object in each table quarter.

Special Rule: Night Fight-During Turn 1, both players must subtract 1 from all hit rolls in the shooting phase.(**Stacks with other modifiers**)

Slay The Warlord: 2 VPs 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 your opponent. The marked unit must have been destroyed by games end. Worth 2 VPs.

Last Strike: An enemy unit is destroyed in the last Battle Round played. Worth 2 VPs.



<u>VP Tracker</u>	Player 1		Player 2	
Turn 2				
Turn 3				
Turn 4				
Turn 5				
VP Total				
Bonus Points				
Primary Objective				
	P	S	P	S

::SECONDARY OBJECTIVE::

Progressive Objective- Recon: Starting Turn 2, have a unit completely within each table quarter at the beginning of your player turn. A unit may only count as being in one table quarter at a time for the purposes of this rule. To see how many VPs you scored, roll a D3. **This roll may not be re-rolled using CPs.**

::PRIMARY OBJECTIVE::

Eternal War Objective: Control or Raze- Starting Turn 2, Each player scores 1 VP for each objective they control at the end of their turn. A player controls an objective marker if they have more models within 3" of the center of an objective marker, than their opponent does. However, an objective marker in your control and in your opponent's deployment zone can be razed by setting it a blaze at the end of your player turn for D3 VPs instead of 1VP, but the objective marker is then removed from the battlefield.

Mission #3-Front-Line Warfare

Briefing- Your forces have encountered the enemy along a contested border between your territory and theirs. It is imperative you seize the disputed ground quickly, while preventing your foe from crossing the border in your own lands.

Deployment and Special Rules

Bonus Points

Please Follow the Deployment Orders Listed in the Event Packet.

Objective Placement Alternate placing 4 objective markers. Each objective is placed more than 18" from another objective, and not within 6" from the board edge.
One of the objectives must be placed in your deployment zone, and the other outside of your deployment zones.

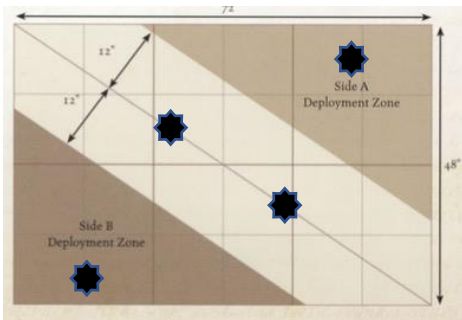
Special Rule: Fire Support (One Use Only) At the end of a shooting phase, call for fire support. Select any non-character unit within 36" of your warlord, roll a D6 and on a 3+, this unit suffers D6 mortal wounds, or Select a Character Unit within 36" of your warlord, roll a D6 and on a 5+, this character suffers D3 mortal wounds. If Character has 10 or more wounds, it suffers D6 mortal wounds. No CPs can be used to re-roll the result.

Slay The Warlord: 2 VPs 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. Worth 2 VPs.

Line Breaker: A Player earns 2 VPs if at the end of the game your Army has at least 1 or more units completely within the enemy's deployment zone.

***21.5" in on Long Table edge, 14.5" down on Short Table edge.**



::SECONDARY OBJECTIVE::

Progressive Objective: Starting with the second game turn. Players score 1VP at the beginning of their Player turn for each objective they control. A player controls an objective by having more models within 3" of the center of it than your opponent does.

<u>VP Tracker</u>	Player 1	Player 2
Turn 2		
Turn 3		
Turn 4		
Turn 5		
VP Total		
Bonus Points		
Primary Objective		

::PRIMARY OBJECTIVE::

Eternal War Objective: Seize and Control- At the end of the game, each objective marker is worth a set number of VPs to the player who controls it. A player controls an objective by having more models within 3" of the center of it than your opponent does. The value of an objective depends on its location. The objective in your own deployment zone is worth 1 VP, the objective in your enemy's deployment zone is worth 4 VPs, and the other two objectives are worth 2 VPs each.

Mission #4-Resupply Drop

Briefing- Braving the flak batteries of the foe, your best pilots are inbound with supplies. You must race your enemy to the prize, driving them away, and seizing the supplies as they land.

Deployment and Special Rules

Bonus Points

Please Follow the Deployment Orders Listed in the Event Packet.

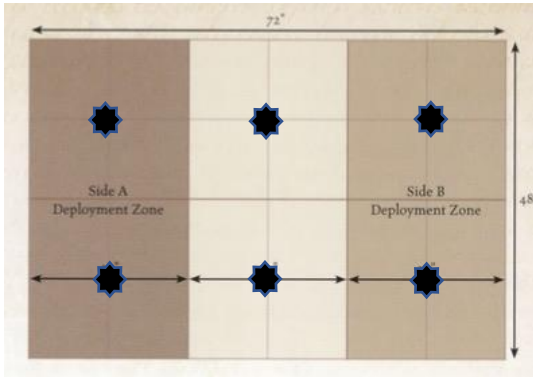
Objective Placement- Alternate Placing 6 objective markers, one per 24" x 24" section. (SEE MAP)

Special Rule: Gun Smoke-If a unit arrives on the battlefield after the battle has begun (e.g. as the result of an ability on its datasheet or the reserves rules) Roll a D6 the first turn it tries to arrive, on the roll of a 1 or 2, it is delayed and cannot arrive this turn- it arrives in the following turn. **CP re-rolls may not be used for this roll.**

Slay The Warlord: 2 VPs if the enemy's warlord was removed as a casualty by the end of the game.

Headhunter: Earn 1 VP for each enemy **Character** that is destroyed. (2 VPs Max)

Line Breaker: A Player earns 2 VPs if at the end of the game your Army has at least 1 or more units completely within the enemy's deployment zone.



::SECONDARY OBJECTIVE::

Progressive Objective: Starting turn 1, at the end of the game turn, Players earn 1 VP for each objective they control. A player controls an objective by having more models within 3" of the center of it than your opponent does. **(Scored After Primary -Secure Supplies Roll)**

<u>VP Tracker</u>	Player 1	Player 2
Turn 1		
Turn 2		
Turn 3		
Turn 4		
Turn 5		
VP Total		
Bonus Points		
Primary Objective		
	P	S
	P	S

::PRIMARY OBJECTIVE::

Eternal War Objective: Secure Supplies- Starting Turn 1, at the end of the game turn, each player rolls a D6, and compares results. The player with the highest roll may select an objective on the board and remove it from play. If players roll the same number on the dice roll, continue to roll until one player rolls higher than the other. Do this at the end of each turn until only three objectives remain. At the end of the game, each supply dump is worth 3VPs. A player controls an objective by having more models within 3" of the center of it than your opponent does.

Mission #5-Dominate and Destroy

Briefing- It is not enough to simply defeat your enemy. Rather, you must humble them utterly, seizing control of the battlefield as though it is yours by right and smashing and foe foolish enough to challenge your claim.

Deployment and Special Rules

Bonus Points

Please Follow the Deployment Orders Listed in the Event Packet.

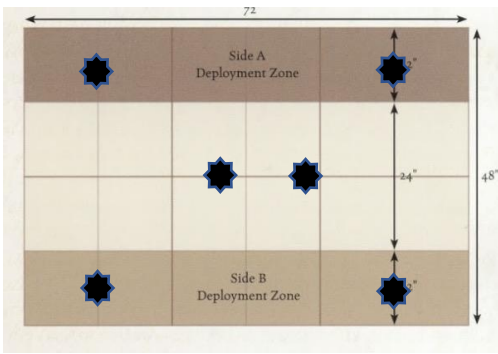
Objective Placement- Alternate placing 6 objective markers. One must be place in your deployment zone, one in your opponent's deployment zone, and one outside of the deployment zones. Objectives in the deployment zones must be 18" away from each other, and 12" away from other objects, and more than 6" away from the table edge.

Special Rule: Sabotaged- At the end of a player's movement phase in which an objective was held, roll a D6. On a roll of 1-2, the Objective was sabotaged by the enemy, all units within 3" of the objective will take D3 mortal wounds. Once the objective has been checked, the objective is clear.

King Slayer: 1 VP if your Warlord kills a Character in the assault phase. **(One Time Only)**

Supreme Command: Score 3 VPs if at the end of the game, you still have half of your starting Command Points (Rounding Up)

Area Secured: A Player earns 2 VPs if at the end of the game your opponent has no units entirely within your deployment zone.



::SECONDARY OBJECTIVE::

Progressive Objective: Push em' Back: Starting turn 2, At the end of your player turn, earn 2 VPs if you captured one or more objectives previously held by your opponent.

<u>VP Tracker</u>	Player 1			Player 2		
Turn 2						
Turn 3						
Turn 4						
Turn 5						
VP Total						
Bonus Points						
Primary Objective						
	P1	P2	S	P1	P2	S

::PRIMARY OBJECTIVE::

Eternal War Objectives: #P1-No Quarter Given-Each Player Scores 1 VP for each Unit Completely Destroyed.

#P2-Dominate the Battle Field-Each Player Scores 1 VP at the **End** of each of their player turns for each objective marker they control. A player controls an objective by having more models within 3" of the center of it than your opponent does.

2018 Buckeye Battles 40K GT Awards

- **Slaughter Master**-Player with the highest overall score. (Highest Sports score as first tie breaker, highest paint score as second tie breaker)
- **Butcher**-Player with highest battle points. (Highest Sports score as first tie breaker, highest paint score as second tie breaker)
- **Best Sportsmanship**- Player with the highest sportsmanship score. ((Highest battle points as first tie breaker, highest paint score as second tie breaker)
- **Best Appearance**-Player with the highest paint score. (Players pick as first tie breaker- max three points, Highest sports as second tie breaker)
- **The Omega Award**-Player who tried hard but couldn't pull it out in the end. Lowest overall score. (Highest Sports score as first tie breaker, highest paint score as second tie breaker)

- * **IMPERIAL ARMY**- Highest total score for race after Best Overall.
- ***BEST XENOS ARMY**- Highest total score for race after Best Overall.
- ***BEST HERETICAL ARMY**- Highest total score for race after Best Overall.

LOOKING AT DOING ACTUAL RACES, TAU, ADEPTUS ASTARTES, AND SO ON.....

****PLAYERS NOT CHECKED IN BY 9:00 AM WILL BE DROPPED FROM THE EVENT. NO REFUNDS TO BE ISSUED SHOULD THIS OCCUR. ALL TIMES LISTED FOR GAMES ON THE SCHEDULE IS FOR GAME START**

Day 1-Saturday, July 7th

Check-in/ Table Assignments	8:30am-9:00am
Pre-Game #1	9:15am-9:30am
Round#1	9:30am-12:30pm
*Lunch/Paint Judging-Leave armies out for Judging	12:30pm-1:15pm
Pre-Game #2	1:20pm-1:35pm
Round#2	1:35pm-4:35pm
Pre-Game #3	4:45pm-5:00pm
Round#3	5:00pm-8:00pm

Day 2-Sunday, July 8th

Check-in/ Table Assignments	8:30am-9:00am
Pre-Game #4	9:15am-9:30am
Round#4	9:30am-12:30pm
*Lunch	12:30pm-1:15pm
Pre-Game #5	1:20pm-1:35pm
Round#5	1:35pm-4:35pm
Awards	5:00pm