



2017 Khornehusker RTT Scenarios

October 21st, 2017



An Independent Tournament Circuit Event

Schedule

9:15-9:30	Registration and setup
9:30-12:00	Game 1
12:00-12:45	Lunch and paint judging
12:45-3:15	Game 2
3:30-6:00	Game 3
6:15-6:30	Awards
6:30-7:00	Cleanup

Army Rules

Players will bring a battle forged 2000 point army. **THREE COLOR MINIMUM IS REQUIRED ON ALL MODELS FOR THIS EVENT.**

Players are limited to three detachments total. Detachments are **UNIQUE** and cannot be duplicated.

Forgeworld entries are 0-1 per entry (for example I could take a Leviathan Dreadnought and a Mortis Dreadnought, but not 2 Mortis Dreadnoughts).

Players may field a Forgeworld army list (Death Korps of Krieg), provided that all detachments have models with the keyword for that corresponding army (so you could not take assassins with a force that had a Death Korps of Krieg army for example). If this is the case, they do not use the aforementioned 0-1 limitation for forgeworld entries.

CODEX DEATH GUARD IS THE MOST RECENT PERMITTED CODEX. THE NEW ASTRA MILITARUM IS NOT PERMITTED.

Start of Game Sequence

When preparing to play a round at the Khornehusker, complete the following pre-game items in the following sequence:

1. **Terrain:** Terrain should already be set up. If there is any confusion about terrain, please contact a judge at this point.
2. **Pick Primary Mission:** Record your primary mission on your score sheet. Once you have both selected your mission, reveal it to your opponent and make sure it is properly noted.
3. **Deployment Map:** The player who places the last objective picks from 1 of 2 deployment map options. The player who does NOT pick the deployment map then picks their deployment zone.
4. **Place Objectives:** Roll to determine who places the first objective. See the mission rules for where to place the objectives. Place each objective more than 6" from any table edge and 12" from any other objective. Markers are deployed FACE DOWN. (There are two sets of Objectives labeled 1, 2, and 3)
5. **Deploy Forces:** The player who did NOT get to pick their deployment zone gets to deploy their first unit. Alternate deploying until all forces are deployed. The player that finishes deploying their army gets a +1 bonus on their roll for the first turn.
6. **Reveal any Assassination targets** if a player selected that as their primary mission.
7. **Reveal Objective Markers:** flip markers face up
8. **Roll for first turn:** The winner elects to go first or second. If a player LOSES the roll and goes second (not by choice), they may attempt to seize the initiative.

Tournament Missions

If there is any confusion, you must consult a member of the tournament staff.
Full credit to the Renegade Open GT for the mission format!

Scoring

- Each game, both players will select a primary mission. If you win your mission, and your opponent fails to complete theirs, you will earn 10 battle points. If you tie this mission (both players either succeed or fail in completing their primary mission), then you both earn 5 battle points.
- Each game there will be a maelstrom mission. Winning this mission will earn you 10 battle points. If you tie this mission, then you both earn 5 points.
- Each game there will be three bonus points as well.

Objectives:

- Each player will place three objectives every game (so 6 objectives in total). Objectives must be 6 inches from the table edge and 12 from another objective. The objectives must be placed as follows:
 - One in your deployment zone
 - One in No Man's Land
 - One in your opponent's deployment zone

Maelstrom Missions:

- At the beginning of each PLAYER TURN, the controlling player picks two cards from the tarot deck (see below) and selects them as maelstrom missions they attempt to complete at the beginning of their NEXT player turn. Each card from the deck is unique and may only be played once per game.
- At the beginning of their next player turn, before picking new cards, the player earns the designated number of maelstrom points as indicated on the card if they complete that mission.
- Note that you cannot double dip. If you play two tarot cards that require you to destroy a unit, for example, you must destroy two separate units to complete both missions.
- Any bonus victory points earned through special rules are applied to the Maelstrom score for that player turn.
- Regardless of circumstance, no more than three Maelstrom Points may be earned in a player turn.

Bonus Point Guidelines

- Linebreaker: Per the book.
- Slay the Warlord: Per the book.
- Solo-Blood: Both players may earn this objective. To score this you must kill at least one whole enemy unit WITHOUT having one of your own units be destroyed in the same game turn.

The Imperial Tarot

Rumored to be designed by Emperor himself, the actual Imperial Tarot is a set of psychically reactive pieces that will reveal the image of certain cards from the deck of the Tarot. It is used throughout the Imperium to divine the future.

Each player will receive a deck, bearing some of the cards of the Imperial Tarot. The **Major Arcana** are used by players at the start of the game to determine which primary mission they will attempt to earn. You may only use each of your **Major Arcana ONCE** per tournament, so choose carefully! The **Minor Arcana** are used by players at the start of each player turn to identify which maelstrom missions they are attempting to earn.

Major Arcana:

The Galaxy: When drawn, the Galaxy card is symbol for the ultimate triumph of humanity. To win this mission, you must control more objectives than your opponent at the end of the game.

The Despoiler: When drawn, the Despoiler card is the bane of life, the truest indicator of coming loss and unavoidable bloodshed. You and your opponent must track Kill Points (every enemy unit completely destroyed awards 1 kill point). You must have earned more kill points at the end of the game than your opponent.

The Crusader: When drawn, the Crusader represents the holy warriors who fight in the name of the Emperor, and their never ending struggle. Beginning with turn 2, at the start of each player turn, each player earns points based on the number of objectives they hold. You must accumulate more points than your opponent to win the mission.

Tying the mission (e.g. both players earn the same number of kill points) is considered a failure for the purposes of resolving the primary mission. If both players choose the same mission and tie, no one earns that mission.

Minor Arcana:

Card	Mission
Ace of Eagles	Control either objective #1 (1 point)
2 of Eagles	Control either objective #2 (1 point)
3 of Eagles	Control either objective #3 (1 point)
4 of Eagles	Completely destroy one enemy unit (1 point)
5 of Eagles	Completely destroy one enemy unit (1 point)
6 of Eagles	Completely destroy one enemy unit (1 point)
7 of Eagles	Have more units outside of your deployment zone than your opponent (1 point)
8 of Eagles	Have at least 1 unit wholly within your opponent's deployment zone. (1 point)
Servant of Eagles	Take control of one objective that is currently controlled by your opponent (1 point). <i>Alternatively, if your opponent controls no objectives currently, then this mission requires you to control one objective that is outside your deployment zone.</i>
Champion of Eagles	Control more table quarters than your opponent (See ITC rules for determining if you control a table quarter) (1 point)
Lord of Eagles	Control more objectives than your opponent (1 point)
Master of Eagles	Destroy nominated unit this turn. Reveal the target as soon as you play this card. (1 point)

The Ace, 2, and 3 of Eagles all have this additional text:

Power of the Tarot: Combine this card with another control objective card to gain a new mission: Control 3 or more objectives. (3 points). You must play both cards to activate this mission.

The 4, 5, and 6 of Eagles all have this additional text:

Fury of the Tarot: Combine this card with another destroy enemy unit card to gain a new mission: Destroy 3 or more enemy units. (3 points). You must play both cards to activate this mission.

Scenario One

Deployment: Vanguard (p 216) OR Search and Destroy (p 216)

Bonus: Line Breaker, Slay the Warlord, Solo-Blood

Warlord Trait: _____

Psychic Powers:

You:		Your Opponent:	
Primary:		Primary:	
1		1	
2		2	
3		3	
4		4	
5		5	
6		6	

Scenario Two

Deployment: Hammer and Anvil (p 216) OR Spearhead Assault (p 216)

Bonus: Line Breaker, Slay the Warlord, Solo-Blood

Warlord Trait: _____

Psychic Powers:

You:		Your Opponent:	
Primary:		Primary:	
1		1	
2		2	
3		3	
4		4	
5		5	
6		6	

Scenario Three

Deployment: Dawn of War (p 216) OR Frontline Assault (p 216)

Bonus: Line Breaker, Slay the Warlord, Solo-Blood

Warlord Trait: _____

Psychic Powers:

You:		Your Opponent:	
Primary:		Primary:	
1		1	
2		2	
3		3	
4		4	
5		5	
6		6	