The Emperor's Shield

Sponsored by the Ordo Pacificus chapter of the 40K Fight Club & hosted by Endgame, Oakland.

Captains!

Another centennial contest is upon us, and we shall once again determine who is best suited to be the Emperor's Shield. The Lords of Terra welcome you to Olympus IV to test your mettle against your fellow Adeptus Astartes. These battle exercises help to hone the skills of the all of the chapters for their never-ending battle against the xenos scourge and the taint of Chaos.

As a reminder, the order of battle is:

HQ
Captain in power armor, bolt pistol, power sword
Librarian in power armor, Level 2
Elite
Dreadnought, Assault Cannon, Power Fist (storm bolter)
Troops
9 Tactical Marines w/ flamer, missile launcher
1 Sergeant w/ chainsword, bolt pistol
Rhino w/ dozer blade

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1 Sergeant w/ chainsword, bolt pistol
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Fast Attack
LandSpeeder w/ heavy flamer & multi-melta
4 Assault Marines
1 Assault Sergeant, plama pistol, chainsword
Heavy Support
Predator w/ auto-cannon turret and lascannon sponsons

The following are the general rules for the event. Each mission will describe the conditions for that round.

Librarians all use the Biomancy discipline with the following spells:

- Iron Arm (Warp Charge 1, psyker adds +3 to his S & T and has Smash),
- Endurance (Warp charge 2: target unit within 24", gains Eternal Warrior, FNP (4+) and Relentless)
- Primaris power, Smite (Warp Charge 1, 18" S4 AP2 Assault 1).

Pre-Game Process

1. Secretly select your Warlord Trait and write it on your scenario sheet in the space provided.
2. Select 3 Secondary Mission Goals from the pool of available goals. Mark them on your Round Scoresheet without letting your opponent see.
3. Reveal your chosen trait and goals to your opponent before rolling any dice for any reason.
4. The Game Master will determine Night Fight for all tables.

Continue to the normal pre-game process:

1. Roll for Table Sides
2. Roll for anything else needed by an army (e.g., Daemonic Rewards)
3. Roll for Deployment; winner elects to deploy first or second
4. Unlike the standard rulebook, the player who deploys first will go first.
5. Deploy Armies
6. Deploy Infiltrators
7. Scout Moves
8. Seize the Initiative

Tertiary objective points

In every Round, a Tertiary Condition is in play for both players. If, during Game Turns 2-5, one or more enemy units are completely destroyed, you earn 1 point per turn (maximum of 4 points).

- Example: You destroy 1 unit of 3 Eldar Jet Bikes on Turn 2; you earn 1 point
- Example: You destroy 3 units of Space Marine Centurions on Turn 2; you earn 1 point
- Example: You destroy 2 units of 3 Eldar Jet Bikes on Turn 2, and 0 enemy units on Turn 3; you earn 1 point across those 2 turns

These points are ONLY used if there is a tie in the Primary and Secondary points

ROUND 1: Urban Assault -- Chapter Tactics: Ultramarines

The first encounter is in a heavily damaged urban area.

- All ruins provide a 4+ save.
- The entire base counts as part of the ruin.
- If there are walls/barricades, the wall/barricade provides a 4+ save if it is between the shooter and the target AND the target is within 1" of the wall/barricade.
- It requires 3" to move up/down a level. Units can span more than one level if two models are directly above/below each other (2" coherency + 1" model).
- You cannot target the ruin -- i.e. they are not buildings.

Selected Warlord Trait: _____

Primary Mission: Crusade – Dawn of War deployment : 4 Mission Points if achieved, 0 pts if lost or tied.
Place one objective in the center of the table. Each player places two objectives each using the standard rules for placing objectives (pg. 134, BRB), for a total of five objectives.

Secondary Mission: Cirlce 3 Secondary Mission Goals below without letting your opponent see. Reveal prior to

Secondaries are always worth 2 points if completed, 0 if not completed.

1. First Blood – If you are the first player to destroy an opposing unit, you achieve this Secondary.

2. The Last Laugh – If you are the last player to destroy an opposing unit, you achieve this Secondary.

3. Moment of Bloodshed – If during a single player turn you destroy three or more opposing units, you achieve this Secondary.

4. Linebreaker – If at least one of your models from an Infantry unit (including Jump Infantry and Independent Characters) is in the enemy deployment zone at the end of the game, you achieve this Secondary.

5. Heart of the Matter – If your Warlord ends the game in base contact with the centerpoint of the table, you achieve this Secondary.

6. Kill Points – If more of your opponent's units are destroyed during the game than your own, you achieve this Secondary.

7. Slay the Warlord – If you destroy the enemy Warlord, you achieve this Secondary.

8. Strike the Rank and File – If you destroy every enemy Troop unit (not counting Dedicated Transports), you achieve this Secondary.

9. Marked for Death - Immediately following revelation of Primary and Secondary Goal selections, clearly mark one Scoring or Denial unit on your opponent's Army List for death. If you destroy this unit during the course of the game, you achieve this Secondary.

My Name_____

My Mission Points Out of 10 Total Points:_____

Primary Mission: 4pt 0pt

Secondary Mission: 6pt 4pt 2pt 0pt

ROUND 2: Kill Box -- Chapter Tactics: Ravenguard

The second encounter is in an urban area with a central complex.

- All ruins rules from game one apply
- No vehicles other than the Dreadnought may enter the center complex.
- No line of sight across complex walls.
- The center hole of deviating blast markers stop when they hit a wall.
- Flamers are twin-linked in the complex
- You cannot target complex walls.

Selected Warlord Trait: _____

Primary Mission: Modified Emperor's Will – Vanguard Strike deployment: 4 Mission Points if achieved (most Obj. points), 0 pts if lost or tied.
There is an objective marker at the center of the complex (center of the table). That objective is worth 3 points. Each player places one other objective, worth one point each, in their opponent's deployment zone.

Secondary Mission: Cirlce 3 Secondary Mission Goals below without letting your opponent see. Reveal prior to
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2. The Last Laugh – If you are the last player to destroy an opposing unit, you achieve this Secondary.

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My Mission Points Out of 10 Total Points:_____

Primary Mission: 4pt 0pt

Secondary Mission: 6pt 4pt 2pt 0pt

ROUND 3: Fields of Death -- Chapter Tactics: Imperial Fists

The last encounter is in a relatively open area.

- All woods provide 5+ cover
- Any water feature is dangerous and difficult. Walkers immobilize on a 1 and can re-roll each turn to move.
- Night Fighting in effect for turn one AND turns 5-7.

Selected Warlord Trait: _____

Primary Mission: Purge the Alien – Modified Dawn of War: 4 Mission Points if achieved (most Obj. points), 0 pts if lost or tied.

- During deployment, units can be declared in reserve, placed on the board, or declared as moving onto the board turn one.
- One Victory Point for each enemy unit killed. Player with the most Victory Points wins the 4 Mission Points.

Secondary Mission: Cirlce 3 Secondary Mission Goals below without letting your opponent see. Reveal prior to

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2. The Last Laugh – If you are the last player to destroy an opposing unit, you achieve this Secondary.

3. Moment of Bloodshed – If during a single player turn you destroy three or more opposing units, you achieve this Secondary.

4. Linebreaker – If at least one of your models from an Infantry unit (including Jump Infantry and Independent Characters) is in the enemy deployment zone at the end of the game, you achieve this Secondary.

5. Heart of the Matter – If your Warlord ends the game in base contact with the centerpoint of the table, you achieve this Secondary.

6. Kill Points – If more of your opponent's units are destroyed during the game than your own, you achieve this Secondary.

7. Slay the Warlord – If you destroy the enemy Warlord, you achieve this Secondary.

8. Strike the Rank and File – If you destroy every enemy Troop unit (not counting Dedicated Transports), you achieve this Secondary.

9. Marked for Death - Immediately following revelation of Primary and Secondary Goal selections, clearly mark one Scoring or Denial unit on your opponent's Army List for death. If you destroy this unit during the course of the game, you achieve this Secondary.

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My Mission Points Out of 10 Total Points:_____

Primary Mission: 4pt 0pt

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