

PRAGUE OPEN 2017 40k MISSIONS & SCORING

- Players generate Victory Points by achieving Objectives during the game.
- 3 types of objectives generate Victory Points:
 - Primary (Eternal War missions)
 - Secondary (Maelstrom of War missions)
 - Tertiary (First Blood, Slay the Warlord, Line Breaker)
- Each player has deck of 36 Maelstrom Cards/Objectives from Warhammer 40.000: The Rules.
- You can switch Cards/Objectives #11 – #16 with Cards/Objectives specific to your main Faction.
- Where D3 victory points are generated for completing a Maelstrom Objective, do not roll the D3. Instead score 2 victory points.
- Any card drawn at the beginning of the turn that cannot be achieved at all, should be discarded and a new card drawn (e.a. no flyer in your opponent's army etc.)
- Each player will be handed printed scoring sheet with Missions summary at the event.

Working out who has won the game:

1. Sum up all Victory Points you have achieved by Primary, Secondary and Tertiary Objectives.
2. Subtract the Losing Player's Victory Points from Winning Player's Victory points to get the Difference.
3. Consult the table below for final result in Tournament Points (example follows under the table).

Difference in Victory Points	Winning Player Tournament Points	Losing Player Tournament Points
0 – 1	10	10
2 – 3	11	9
4 – 5	12	8
6 – 7	13	7
8 – 9	14	6
10 – 11	15	5
12 – 13	16	4
14 – 15	17	3
16 – 17	18	2
18 – 19	19	1
20 plus	20	0

Example: Player A achieves 17 Victory Points, whereas Player B only achieves 6 Victory Points. The Difference is 11. Player A wins over Player B with end result of 15:5 Tournament Points. In addition 17 Tie Break Points are noted down for Player A and 6 Tie Break Points are written down for Player B.

- In each Mission the maximum number of Tournament Points to be achieved is 20. If at the end of the tournament, players are tied for Tournament Points, Tie Break Points (count of Victory Points) are considered.
- The player which removes all opponent's models from play will achieve 20:0 in Tournament Points. But Victory Points are still noted for losing player.
- The player which forfeits loses 0:20 in Tournament Points and no Victory Points are noted for forfeiting player.

MISSIONS

Mission 1:

Primary: Eternal War: Big Guns Never Tire [*Objective markers #1 - #4 are worth 3 VP at the end of the game. Each Heavy Support removed from play worth 1VP*]

Secondary: Maelstrom of War: Cleanse & Control [*6 Objective Markers, 3 Cards/Tactical Objectives on hand each turn*]

Tertiary: First Blood, Slay the Warlord, Line Breaker

Deployment: Dawn of War

Mission 2:

Primary: Eternal War: Purge the Alien [*1VP for each enemy unit that has been destroyed*]

Secondary: Maelstrom of War: Deadlock [*6 Objective Markers, 6 cards on hand for 1st turn, 5 cards/2nd turn, 4 cards / 3rd turn, 3 cards / 4th turn, 2 cards/ 5th turn, 1 card / 6th and 7th turn*]

Tertiary: First Blood, Slay the Warlord, Line Breaker

Deployment: Vanguard Strike

Mission 3:

Primary: Eternal War: The Emperor's Will [*Objective Markers #1 and #2 must be placed in each player's table half and are worth 3VP at the end of game*]

Secondary: Maelstrom of War: Contact Lost [*6 Objective Markers. Generate card/tactical objective for each Objective Marker you control up to maximum 6 cards on hand each turn*]

Tertiary: First Blood, Slay the Warlord, Line Breaker

Deployment: Dawn of War

Mission 4:

Primary: Eternal War: The Relic [*6VP for the Relic. Relic is a separate 7th Objective Marker placed in the middle of the table*]

Secondary: Maelstrom of War: Tactical Escalation [*6 Objective Markers. Number of cards on hand = number of current turn*]

Tertiary: First Blood, Slay the Warlord, Line Breaker

Deployment: Vanguard Strike

Mission 5:

Primary: Eternal War: Crusade [*Objective markers #1 - #4 are worth 3 VP at the end of the game*]

Secondary: Maelstrom of War: Cloak & Shadow [*6 Objective Markers. Up to 3 cards each turn and kept hidden from your opponent*]

Tertiary: First Blood, Slay the Warlord, Line Breaker

Deployment: Dawn of War