Place Relic Objective (if applicable)

Place Crusade Objectives (if applicable)

Objectives

All Objectives are considered to have infinite height. For purposes of determining whether a model is within 3" of an objective, ignore any vertical distance between the relevant portion of the model (hull for a vehicle, base for everything else).

Roll for Table Side

Declare Combat Squads (if applicable)

Determine Warlord Traits (pg.124)

Generate Psychic Powers (pg.23 & 192)

In addition to psychic powers; generate daemonic gifts and any other pre-game events that apply to your army.

Determine Night Fighting (pg.135)

Either player can declare that they wish to fight the battle at night. If either player does so, roll a D6 before deployment: on a roll of 4+ the Night Fighting special rule is in effect during game turn 1.

While the Night Fighting mission rule is in effect, all units have the Stealth special rule.

Reserves & Variable Game Length

The Reserves and Variable Game Length rules will be in effect for all missions.

Player Name:

_____

Deployment

The players roll off. The winner of the roll-off decides who will deploy first. The side deploying first must set up all the units in their army. Then the other side sets up all the units in their army.

In missions 'Manifest Destiny' and 'Shock and Awe' deploy **ONE** Emperor's Will objective during deployment.

Note: Fortifications may not be placed within or above any terrain. If your fortification will not fit into your deployment zone without being in or over terrain, you may remove one piece of terrain from your deployment zone to place your fortification. Your opponent may replace the removed piece of terrain in any position on your half of the table that is not within or above another piece of terrain.

Deploy Infiltrators (pg. 167)

In the 'Forward Recon' mission, deploy your second Emperor's Will objective during Infiltrator deployment (even if you and/or your opponent do not have any Infiltrators).

Seize the Initiative (pg. 132)

The player that deployed second may choose to Seize the Initiative. If they fail (or choose not to), the player that deployed first begins the first Game Turn.

Make Scout Moves (pg. 171)

Tabling and Concessions

If you completely destroy your opponent's army (or your opponent concedes), continue to play the mission out until its natural conclusion (including rolling for random game length if necessary) and score it accordingly. Be sure to check if the mission has special instructions to follow in the event of tabling or concession. IF YOU NEED ASSISTANCE IN COMPLETING THE GAME AND/OR SCORING... CALL A JUDGE.

NOTE: The 'Secure the Area' and 'Attrition' missions use a variation on this rule. See details in the mission.

Other VP Sources

If any other game or unit rule would award you Victory Points for things OTHER than what the mission provides, those Victory Points are added to your total **VICTORY POINTS** (not Battle Points) for the Primary mission before determining Margin of Victory.

Mission 5 - Secure the Area
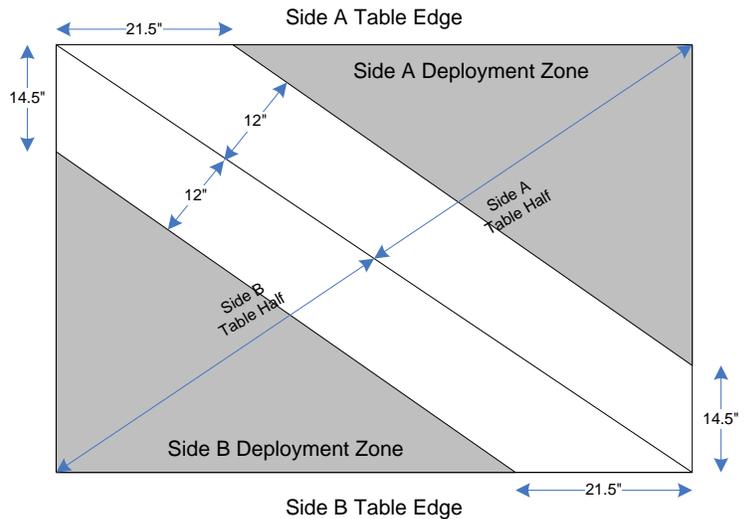
Primary Objective = Modified Purge the Alien

- Each enemy unit destroyed is worth 1 Victory Point (VP)
- All enemy Independent Characters killed are worth an additional VP (2 VP total)
- Superheavy Vehicles, Gargantuan Creatures, and Massive Fortifications are worth an additional VP for each 3 Wounds or Hull Points inflicted on them, even if they are not destroyed. *(Example: An Imperial Knight (6 total HP) is worth a total of 3 VP if destroyed -- 1 VP for destroying the unit, plus 1 VP for every 3 Hull Points inflicted.)*

At the end of the game, total VPs and consult the margin of victory chart:

Victory Points	Battle Points
Triumph (10+ VP Margin)	Win = 18 points Loss = 0 points
Victory (7-9 VP Margin)	Win = 15 points Loss = 2 points
Success (4-6 VP Margin)	Win = 13 points Loss = 4 points
Pyrrhic (1-3 VP Margin)	Win = 10 points Loss = 6 points
Draw (0 VP Margin)	Draw = 8 points

NOTE: If you destroy ALL of your opponent's units but have a margin of victory of less than 1 VP, score this as a "Pyrrhic Victory".

Deployment Map = Vanguard Strike

Side A Table Edge
21.5"
14.5"
Side A Deployment Zone
12"
12"
Side A Table Half
Side B Table Half
14.5"
Side B Deployment Zone
Side B Table Edge
21.5"

Secondary Objective = Modified Table Quarters

Only scoring units count. Units that are in multiple quarters at the end of the game are randomly assigned to one of the quarters that they are partially in (this applies to single-model units straddling a line as well as multiple-model units with some models in different quarters). Each unit with the Objective Secured USR counts as 2 units. Total the number of units in each quarter. The player with the highest total controls that quarter. Earn Battle Points as follows:

Player's "home" quarter = 1 BP

Neutral quarters = 2 BP

Opponent's "home" quarter = 4 BP

Tertiary Objective

Slay the Warlord, Linebreaker and *Alternative First Blood* are each worth 2 Battle Points.

Favorite Opponent:

_____

Name:			Table #:	Name:			Turn Finished:
Primary	**Secondary**	**Tertiary**	**Total**	**Primary**	**Secondary**	**Tertiary**	**Total**

Mission 4 - Exterminatus

Primary Objective = Exterminatus

1. Use numbered objectives (1-6).
2. Two objectives are placed on the centerline: 12" from long edge.
3. After rolling for deployment zones, players each place two additional objectives.
4. One placed in the player's deployment zone.
5. One placed outside of deployment zone on player's half of the table.
6. Objectives must be at least 6" away from any other objective and 6" from any board edge.

BEFORE DEPLOYMENT each player secretly chooses one of the numbered objectives which will be the target of Orbital Suppression at the end of the game.

Orbital Suppression: Immediately following the end of the final game turn, any unit (including any attached ICs) within 3" of an objective selected for this effect become **NON-SCORING**.

--Each objective is worth 3 VP

--If both players chose the same objective for Orbital Suppression, the player who controls the most objectives gets +1 VP

Victory Points	Battle Points
Triumph (10+ VP Margin)	**Win = 18 points** **Loss = 0 points**
Victory (7-9 VP Margin)	**Win = 15 points** **Loss = 2 points**
Success (4-6 VP Margin)	**Win = 13 points** **Loss = 4 points**
Pyrrhic (1-3 VP Margin)	**Win = 10 points** **Loss = 6 points**
Draw (0 VP Margin)	**Draw = 8 points**

Deployment Map = Hammer & Anvil
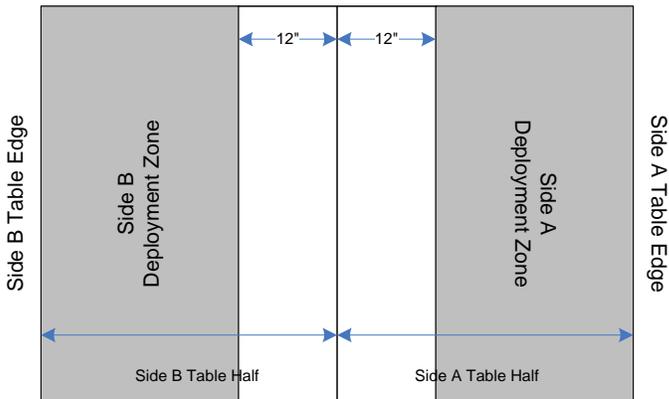
Secondary Objective = Marked for Death

Immediately before deployment (i.e., after Combat Squads have been declared), each player chooses 3 enemy units to Mark for Death. Player CANNOT choose: the opponent's Warlord (including units that include a non-IC warlord) and units that never give up VPs (e.g., Mucolids). You earn...

3 BP for killing any of your opponent's MFD units.

3 BP for killing more of your opponent's MFD units than you lost of your own.

3 BP for killing all three of your opponent's MFD units.

Tertiary Objective

Slay the Warlord, Linebreaker and *Alternative First Blood* are each worth 2 Battle Points.

Name:			Table #:	Name:			Turn Finished:
Primary	**Secondary**	**Tertiary**	**Total**	**Primary**	**Secondary**	**Tertiary**	**Total**

Mission 3 - Red Rover

Primary Objective = Red Rover

4 objectives along the centerline (14.5" from short edge and each other)

Objectives use the Relic rules with the following additions / changes:

*Scoring walkers can can pick up an objective
*Objectives can never be moved or placed within 12" of each other
*A unit can only ever hold one objective at a time
*No running, turbo boosting, flat out, or thrust moves for any model holding the objective

At the end of the game, each player scores:

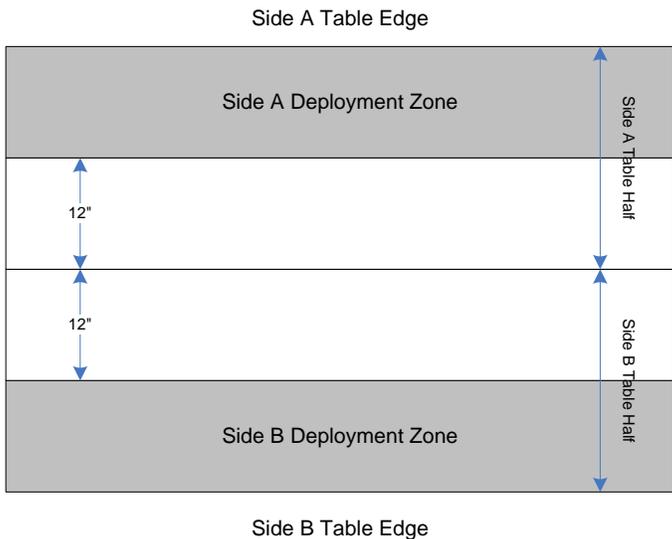2 VP per objective WHOLLY on opponent's side of the table

+1 VP per objective WHOLLY in opponent's deployment zone (so, total of 3 VP for each such objective)

In addition, each player scores 1 VP per objective controlled REGARDLESS OF ITS LOCATION.

Victory Points	Battle Points
Triumph (10+ VP Margin)	Win = 18 points Loss = 0 points
Victory (7-9 VP Margin)	Win = 15 points Loss = 2 points
Success (4-6 VP Margin)	Win = 13 points Loss = 4 points
Pyrrhic (1-3 VP Margin)	Win = 10 points Loss = 6 points
Draw (0 VP Margin)	Draw = 8 points

Favorite Opponent:

_____

Deployment Map = Dawn of War

Side A Table Edge

Side A Deployment Zone

Side A Table Half

12"

12"

Side B Table Half

Side B Deployment Zone

Side B Table Edge

Secondary Objective = Fractional Kill Points

Immediately prior to deployment (i.e., AFTER combat squads have been declared), calculate the total number of Kill Points in your opponent's army.

At the end of the game, if you have killed...

25%+ (round UP) of your opponent's total pre-game Kill Points, 3 BP

50%+ (round UP) of your opponent's total pre-game KP, 6 BP (total)

75%+ (round UP) of your opponent's total pre-game KP, 9 BP (total)

Superheavy vehicles, Garganguan Creatures, and Massive Fortifications are worth 1 KP per 3 Wounds or Hull Points inflicted at the end of game *plus* an additional 1KP when they are destroyed.

Tertiary Objective

Slay the Warlord, Linebreaker and *Alternative First Blood* are each worth 2 Battle Points.

Name:				Table #:	Name:				Turn Finished:
Primary	**Secondary**	**Tertiary**	**Total**		**Primary**	**Secondary**	**Tertiary**	**Total**	

Mission 2 - The Tipping Point

Primary Objective = Fatigue (Progressive Crusade)

Setup = Place 5 Crusade objectives; one 12" up and 12" in from each corner and one in the center of the table. During deployment, each player places one Emperor's Will objective no closer than 6" from any Crusade objective, at least 6" from any table edge, and 12" from the other Emperor's Will ojective.

Primary = Fatigue (Progressive Crusade)
Beginning on the second game turn, at the start of each Player's Turn, that player scores 1 Victory Point for each objective controlled. However, any unit that scores any objective in this manner becomes NON-SCORING until the beginning of that player's next turn. All scoring units belonging to the current player that are within 3" of any objective scored by that player are affected by this rule. NOTE: Units that are non-scoring when the game ends remain non-scoring for purposes of the Secondary Objective and Linebreaker.
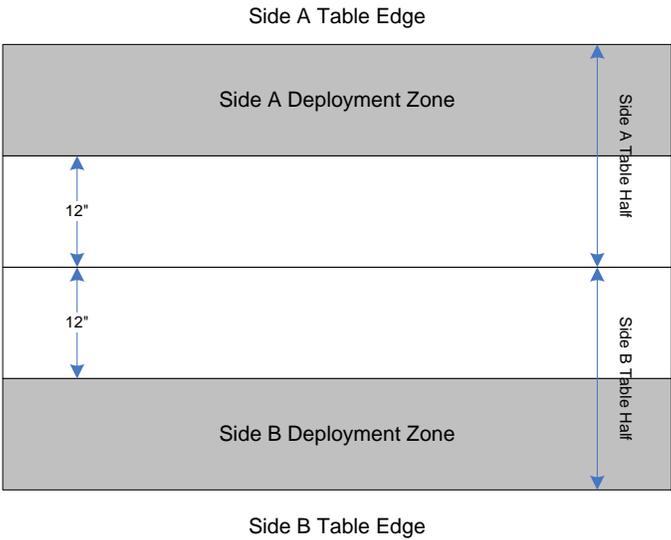
At the end of the game, total VPs and consult the margin of victory chart:

Victory Points	Battle Points
Triumph (6+ VP Margin)	Win = 18 points Loss = 0 points
Victory (4-5 VP Margin)	Win = 15 points Loss = 2 points
Success (3-4 VP Margin)	Win = 13 points Loss = 4 points
Pyrrhic (1-2 VP Margin)	Win = 10 points Loss = 6 points
Draw (0 VP Margin)	Draw = 8 points

Deployment Map = Dawn of War

Side A Table Edge

Side A Deployment Zone

Side A Table Half

12"

12"

Side B Table Half

Side B Deployment Zone

Side B Table Edge

Secondary Objective = Dog Pile

Secondary = Dog Pile (Modified Emperor's Will) At the end of the game, check for control of each Emperor's Will objective. Each objective is deemed to be controlled by the player who has the most scoring units within 6" of that objective. Units with the Objective Secured rule count double:

* 3 BP = If Your Emperor's Will Objective is controlled
* 1 BP = If Your Emperor's Will Objective is tied
* 6 BP = If Your opponent's Emperor's Will Objective is controlled
* 2 BP = If Your opponent's Emperor's Will Objective is tied

Tertiary Objective

Slay the Warlord, Linebreaker and *Alternative First Blood* are each worth 2 Battle Points.

Name:			Table #:	Name:			Turn Finished:
Primary	Secondary	Tertiary	Total	Primary	Secondary	Tertiary	Total

Mission 1 - Attrition

Primary Objective = Progressive Kill Points

Starting on Turn 1, at the end of each GAME TURN, players earn victory points as follows:
* 1 VP = Player earned at least one KP that turn (including inflicting the 3rd wound / hull point on a super heavy vehicle / gargantuan creature).
* 1 VP = Player earned MORE KP that turn than opponent.
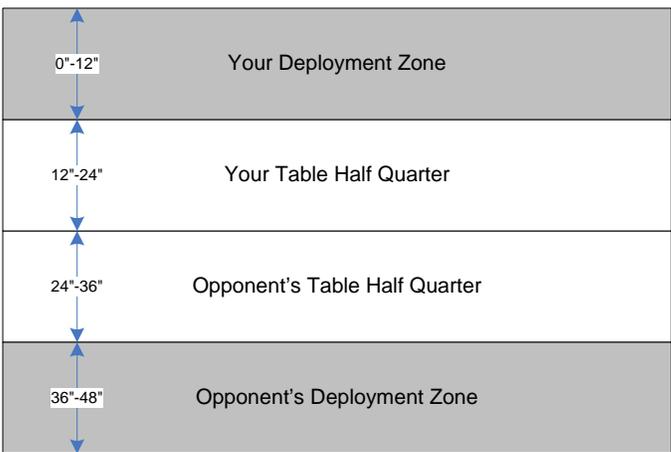* 1 VP = Player killed an Independent Character, HQ, or Lord of War that turn (maximum 1 VP).

Maximum 3 VP per GAME TURN. At the end of the game total VPs and consult the margin of victory chart:

Victory Points	Battle Points
Triumph (12+ VP Margin)	Win = 18 points Loss = 0 points
Victory (8-11 VP Margin)	Win = 15 points Loss = 2 points
Success (4-7 VP Margin)	Win = 13 points Loss = 4 points
Pyrrhic (1-3 VP Margin)	Win = 10 points Loss = 6 points
Draw (0 VP Margin)	Draw = 8 points

Tabling / Concessions Provision

* Score the current turn (the turn in which the tabling or concession occurred) as normal. If it's a concession, score it as if the remainder of the opponent's army (including all Reserves) were destroyed that turn.
* The surviving player gets 2 VP per turn until the game ends (roll for random game length as necessary).

Deployment Map = Dawn of War

0"-12"	Your Deployment Zone
12"-24"	Your Table Half Quarter
24"-36"	Opponent's Table Half Quarter
36"-48"	Opponent's Deployment Zone

Secondary Objective = Striated Table Quarters

At the end of the game, total the number of scoring units WHOLLY in each table quarter. Objective Secured units count double.

Independent Characters joined to units do not count separately. Units that are not WHOLLY in a single table quarter are NOT counted.

The player with the highest total controls the quarter.

Players earn Battle Points for each table quarter CONTROLLED as follows:

* 0 BP = Your Deployment Zone

* 2 BP = 12" - 24" band on your table half

* 3 BP = 24" - 36" band on your opponent's table half

* 4 BP = Your opponent's Deployment Zone

Tertiary Objective

Slay the Warlord, Linebreaker and *Alternative First Blood* are each worth 2 Battle Points.

Name:			Table #:	Name:			Turn Finished:
Primary	**Secondary**	**Tertiary**	**Total**	**Primary**	**Secondary**	**Tertiary**	**Total**

WARZONE: COLUMBIA 2017
APPEARANCE CHECKLIST

BASIC PAINTING

    MOST of the Army (75% by model count or volume) is painted with 3 or more colors. -- ③

    ENTIRE ARMY (100%) is painted with 3 or more colors. --- ⑥

BASIC BASING – *"Minimally based" means basing that is "more than just paint." Sand, flock ,and textured paints qualify. Painted designs also qualify. Clear acrylic basing will <u>not</u> satisfy the requirements for any basing category.*

    MOST of the Army (75% by model count or volume) is minimally based. -- ①

    ENTIRE ARMY (100%) is minimally based. --- ③

THEME – *The validity, fluffiness, or general taste of the theme is not being judged. The aesthetic composition of the army is the standard. The army needs to look like a single battle force, either through painting continuity and/or basing continuity.*

    ENTIRE ARMY (100%) is painted and modeled towards a coherent theme. --- ③

BASIC APPEARANCE TOTAL: ....[   ]

ADVANCED HOBBY TECHNIQUES – *18 Points Available, a combination of Advanced Painting Techniques and Additional Appearance Techniques) - NOTES - Definition: "Signature Portion" means a squad composed of at least 5 small based (25-32mm), 3 medium based (40-50mm), 1 large based (60mm+) or un-based vehicle/monster model. This can also be your Warlord or HQ/Special Character. "Squad" means a group of models that are part of a unit in the player's army. May include one or more Independent Characters, but there must be fewer Independent Characters than models in the unit. Different units can qualify for each Signature Portion category below. "Entire Army" means 100% by model count or volume.*

    <u>**Advanced Painting Techniques**</u> **–** *6 Points available. Shading, highlighting, washes, blending, drybrushing, etc. will all qualify.*

        SIGNATURE PORTION demonstrates advanced painting techniques. --- ③

        ENTIRE ARMY demonstrates advanced painting techniques. --- ⑥

    <u>**Additional Appearance Techniques**</u> **–** *12 Points available.*

        <u>**Distinctiveness or Conversions**</u> **–** *"Distinctiveness" is a significant, non-structural aesthetic element (e.g., extensive freehand designs) that makes models stand apart from the rest of the army. "Conversions" are significant creative structural aesthetic elements. Simply combining pieces from multiple kits is not in-and-of itself sufficient.*

            SIGNATURE PORTION demonstrates distinctiveness or conversions. -- ②

        <u>**Squad Markings**</u> **–** *Can be different color units (e.g., Green and Brown Plague Bearers), shoulder pad or helmet markings, etc. Markings on the sides of bases are not sufficient. Squad leaders should be easily recognizable by means other than their wargear.*

            SIGNATURE PORTION has squad markings. --- ②

            ENTIRE ARMY has squad markings. --- ④

            ENTIRE ARMY has squad markings and distinctive squad leaders. --- ⑥

        <u>**Scenic Bases**</u> **–** *Resin bases, flocked/sanded bases with additional details, or elaborate painted bases would all qualify.*

            SIGNATURE PORTION has scenic bases. --- ②

            ENTIRE ARMY has scenic bases. --- ④

        <u>**Model Details**</u> **–** *Painting all small details on models, e.g. belt buckles, lenses, cables, instrument panels, etc.*

            SIGNATURE PORTION painted details. --- ②

            ENTIRE ARMY has painted details. --- ④

ADVANCED HOBBY TECHNIQUES TOTAL: ....[   ]

DISPLAY BOARD – *A "Basic Display Board" is something more than just a carrying tray. Some effort was made to make the display board into an aesthetic means of presenting the army. An "Advanced Display Board" reinforces the theme of the army and shows extensive elements that make it (with the army) into a true display akin to a diorama.*

    BASIC display board. --- ①

    ADVANCED display board. --- ③

DISPLAY BOARD TOTAL: ....[   ]

TOTAL ARMY APPEARANCE SCORE: .... [[   ]]