



Player Name:

Set up and play each round by the following instructions:

1. If the mission has a RELIC Primary or Secondary Objective, place the RELIC objective(s) as described in the mission.

NOTE: Any RELIC objective(s) count as objectives for determining where other objectives may be placed!

2. Players roll off for the remaining set-up tasks. The winner of this roll off is referred to as the ATTACKER, and the loser of this roll off is referred to as the DEFENDER.

3. If the mission requires the placement of any RETRIEVAL Objective Markers, players take turns placing those markers, beginning with the ATTACKER.

4. ATTACKER rolls to determine which Standard Deployment Map will be used.

5. ATTACKER chooses which deployment zone they will use. If the mission requires the placement of any SECURE AND CONTROL Objective Markers, both players place those now, beginning with the DEFENDER.

6. Players alternate deploying units, beginning with DEFENDER.

7. After both players have completed deployment, the players roll off to determine who gets the first player turn. The player who finished deploying their army first gets +1 to this roll. The winner of this roll may decide to go first or second.

8. The player going second may attempt to Seize the Initiative by rolling a D6. On a roll of 6, they manage to seize the initiative and will get the first player turn instead.

9. If both players have abilities that resolve during the first battle round but before the first player turn, roll off. The winner of the roll off may choose who resolves the first ability. After that, players alternate resolving abilities until completed.

Deploying Fortifications

You may not move terrain pieces when deploying Fortifications. You may not place Fortifications on top of or inside of any terrain. If it is IMPOSSIBLE for you to place a Fortification in your Deployment Zone, call a judge IMMEDIATELY and DO NOT BEGIN DEPLOYING!

Objectives

Distances to objectives are always measured from the EDGE OF THE OBJECTIVE MARKER.

Tabling and Concession

In the event that the game ends due to a SUDDEN DEATH condition, the surviving player must play out the remainder of the game – including rolling for random game length – and score the round appropriately. The tabled player retains any VP earned up to that point.

In the event that one player CONCEDES, that player removes all of their models from the table. Those models are all counted as DESTROYED. The surviving player then plays out the remainder of the game as if SUDDEN DEATH had occurred (above).

Warzone Kill Points

In any mission that states that it uses WARZONE KILL POINTS, the following rules apply:

(1) A unit is considered to be DESTROYED when the last remaining model is finally removed from play or has been removed from play at the time that the game ends.

(2) All multi-model units are worth 1 Kill Point ("KP") when destroyed.

(3) All single-model units have a base value of 1KP per 8 wounds or fraction thereof (i.e., 1-8 Wounds = 1KP, 9-16 Wounds = 2KP, etc.) A player immediately earns 1KP each time they inflict 8 wounds on the same single-model unit. (NOTE: This means that a unit that regains Wounds during the game may actually yield more KP than its base value!)

(4) All units with the CHARACTER keyword are worth one additional KP.

(5) All LORD OF WAR units are worth one additional KP.

(6) Units that split into multiple components which are treated as separate units (e.g., most vehicle squadrons) are treated as separate units for purposes of Warzone Kill Points.

Examples: A unit of Terminators is worth 1KP, because it is a multi-model unit. A Rhino (10W) is worth 2KP. You earn 1KP immediately upon inflicting the first 8 wounds on the same Rhino. A Daemon Prince (8W) is worth 2KP (1KP for having 8W, +1 for being a Character). A Cerastus Knight Acheron (27W) is worth 5KP (4KP for 27W, +1 for being a lord of War). A squadron of 3 Leman Russ Battle Tanks (12W each) counts as three separate units, each worth 2KP each, and wounds caused to one tank do not count as wounds caused against the squadron.

Tertiary Objectives

Each Tertiary Objective is worth 2BP total. If only one player earns the Secondary Objective, that player earns 2BP. If both players earn the same Secondary Objective, each player earns 1BP.

ALTERNATE FIRST BLOOD. If your opponent's unit, of any kind, is the FIRST unit to be destroyed during the battle, you earn this Tertiary Objective. If one of your units is destroyed during the SAME BATTLE ROUND, your opponent ALSO earns this Tertiary Objective.

LINEBREAKER. If, at the end of the battle, you have least one model within the enemy's deployment zone, you earn this Tertiary Objective.

SLAY THE WARLORD. If the enemy Warlord has been slain during the battle, you earn this Tertiary Objective.

Cover Rules & Ruins Addendum

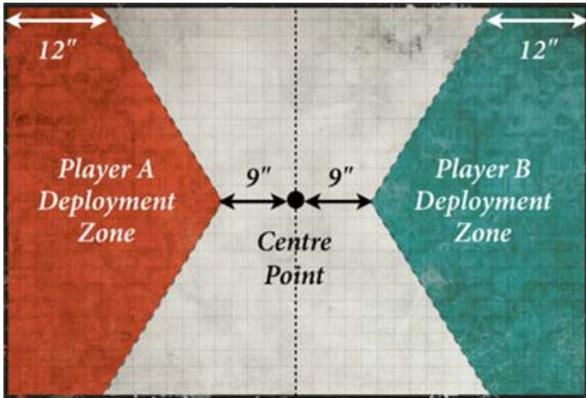
All units gain the benefit of cover so long as EVERY MODEL in the entire unit is at least 50% obscured from the point of view of ANY firing model. Models may be obscured from any source, including terrain features and other models.

(This expressly overrides the ruling on Page 3 of the Warhammer 40,000 Rulebook FAQ Version 1.2.)

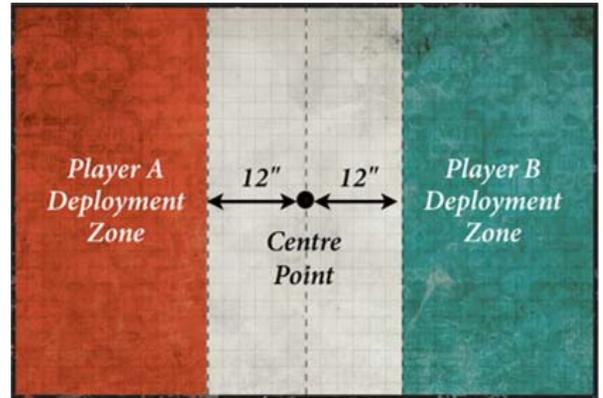
We will be using the same caveat as the ITC for Ruins:

For this event, the bottom level walls of all ruins are considered to block LoS even if they do not actually do so. This means existing openings in them such as those created by windows, doors, bullet holes, etc. block LoS. This rule does not mean the players create walls where none existed. If in doubt as to where to define these barriers, clarify with your opponent before the game begins.

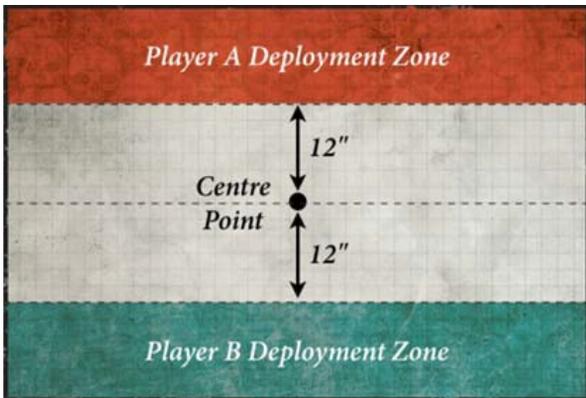
1. Spearhead Assault



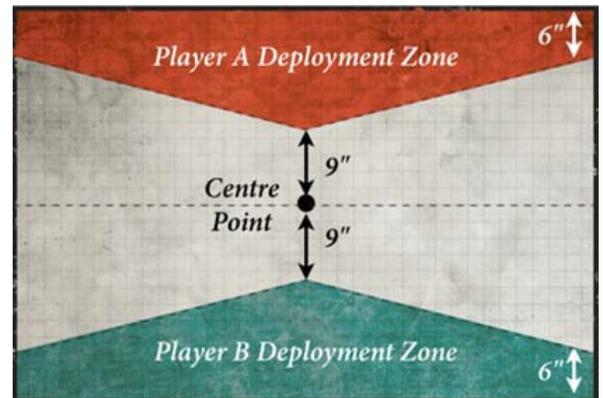
4. Hammer and Anvil



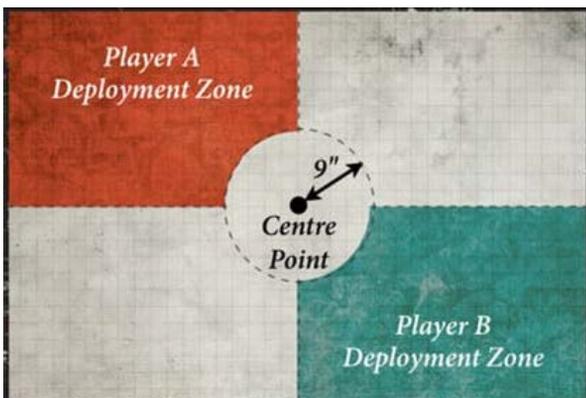
2. Dawn of War



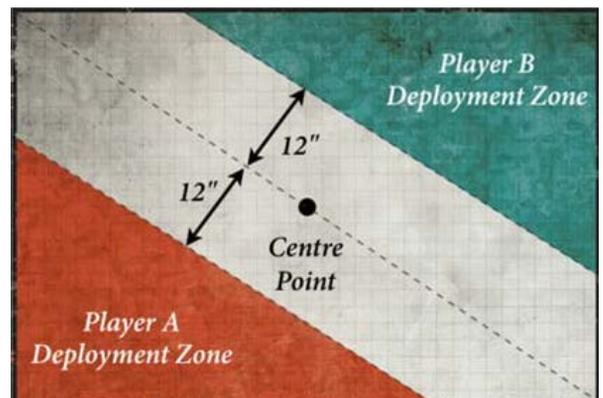
5. Front-Line Assault



3. Search and Destroy



6. Vanguard Strike



DOOMSDAY CLOCK

ROUND 5

Set Up

Players place 6 numbered objectives. No objective may be placed within 6" of any board edge or within 12" of any other objective marker.

Immediately before the DEFENDER deploys their first unit, each player secretly selects one of the numbered objectives as the target for their Doomsday Weapon.

Primary Objective (MODIFIED RETRIEVAL)

At the end of the game, immediately before scoring objectives, each player reveals the number of their secretly targeted objective.

The secretly targeted objectives are worth 0VP. Each enemy unit within 6" of any secretly targeted objective is worth 1VP.

If both players chose the same secretly targeted objective, each enemy unit is instead worth 2VP.

All remaining objectives are worth 3VP to the player controlling them at the end of the game.

Each player totals their VP and consults the Margin of Victory Chart below:

Victory Point Margin	Battle Points Earned
Triumph Margin of 12+ VP	Win = 18 Points Loss = 0 Points
Victory Margin of 8-11VP	Win = 14 Points Loss = 3 Points
Success Margin of 4-7VP	Win = 12 Points Loss = 4 Points
Pyrrhic Margin of 1-3VP	Win = 10 Points Loss = 5 Points
Draw	Draw = 7 Points

Secondary Objective (KILL POINT RACE)

This Secondary Objective uses WARZONE KILL POINTS.

Each player earns 1BP per KP earned to a maximum of 6. The first player to reach 6KP earns an additional 3BP.

Tertiary Objectives

Alternate First Blood, Linebreaker, and Slay the Warlord are each worth 2BP to a single player, or 1BP to each player.

FAVORITE OPPONENT (Sunday)

YOUR NAME: _____

1st _____

YOUR SCORE

Primary	Secondary	Tertiary	TOTAL

OPPONENT'S SCORE

Primary	Secondary	Tertiary	TOTAL

Set Up

Players place 6 RETRIEVAL objective markers BEFORE rolling to determine deployment map or choosing deployment zones.

Each RETRIEVAL objective marker must be placed at least 6" from any board edge and at least 12" from any other RETRIEVAL objective marker. In addition, no more than 2 RETRIEVAL objective markers may be placed in any quarter of the table.

Primary Objective (MODIFIED RETRIEVAL)

Beginning in the FIRST BATTLE ROUND, at the beginning of their own turn, a player may choose to dig any of the RETRIEVAL objective markers that they control. They may choose to dig (or not) separately for each marker.

If a player decides to dig a particular marker, they immediately earn 1VP for that marker. They must then roll a D6: if the result is equal to or less than the number of the current Battle Round, remove that RETRIEVAL marker from the table. This result may be re-rolled using the Command Re-Roll Stratagem Repeat this process for each RETRIEVAL objective that the active player elects to dig.

At the end of the game, all remaining RETRIEVAL objectives are worth 3VP to the player who controls them.

At the end of the game, each player totals their VP and consults the Margin of Victory chart:

Victory Point Margin

Battle Points Earned

Triumph
Margin of 18+ VP

Win = 18 Points
Loss = 0 Points

Victory
Margin of 12-17VP

Win = 14 Points
Loss = 3 Points

Success
Margin of 5-11VP

Win = 12 Points
Loss = 4 Points

Pyrrhic
Margin of 1-4VP

Win = 10 Points
Loss = 5 Points

Draw

Draw = 7 Points

Secondary Objective (FRACTIONAL WARZONE KILL POINTS)

Immediately following deployment, use the Warzone Kill Points rules (above) to determine the total number of KP in your opponent's army.

You earn 3BP for earning at least 25% of your opponent's total Kill Points.

You earn an additional 3BP if you earn at least 75% of your opponent's total Kill Points.

You earn an additional 3BP if you have at least 50% of your total Kill Points remaining at the end of the game.

Tertiary Objectives

Alternate First Blood, Linebreaker, and Slay the Warlord are each worth 2BP to a single player, or 1BP to each player.

YOUR SCORE

Primary	Secondary	Tertiary	TOTAL

OPPONENT'S SCORE

Primary	Secondary	Tertiary	TOTAL

Set Up

Before deployment, place 1 RETRIEVAL objective in the center of each 2'x2' section of the table.

Primary Objective (MODIFIED PROGRESSIVE RETRIEVAL)

Beginning in the SECOND BATTLE ROUND, at the beginning of their own turn, the active player scores Victory Points for each RETRIEVAL objective they control as follows:

If the player controls at least one RETRIEVAL objective, they earn 1VP.

If the player controls more RETRIEVAL objectives than their opponent, they earn an additional 1VP.

If the player controls at least two more RETRIEVAL objectives than their opponent, they earn an additional 1VP.

At the end of the game, each player totals their VP and consults the Margin of Victory chart:

Victory Point Margin	Battle Points Earned
Triumph Margin of 15+ VP	Win = 18 Points Loss = 0 Points
Victory Margin of 10-14VP	Win = 14 Points Loss = 3 Points
Success Margin of 5-9VP	Win = 12 Points Loss = 4 Points
Pyrrhic 1-4VP	Win = 10 Points Loss = 5 Points
Draw	Draw = 7 Points

Secondary Objective (KILL POINT RACE)

This Secondary Objective uses WARZONE KILL POINTS.

Each player earns 1BP per KP earned to a maximum of 6. The first player to reach 6KP earns an additional 3BP.

Tertiary Objectives

Alternate First Blood, Linebreaker, and Slay the Warlord are each worth 2BP to a single player, or 1BP to each player.

FAVORITE OPPONENT (Saturday)

YOUR NAME: _____

1st _____

2nd _____

YOUR SCORE

Primary	Secondary	Tertiary	TOTAL

OPPONENT'S SCORE

Primary	Secondary	Tertiary	TOTAL

HOT LANDING ZONE

ROUND 2

Set Up

Immediately before deployment, each player places one BEACON objective in their Deployment Zone at least 6" from the edge of their deployment zone.

There is no limit on how close a BEACON may be placed to a board edge, so long as it is more than 6" away from the edge of that player's Deployment Zone.

Primary Objective (WARZONE KILL POINTS)

Each player earns 1VP per Kill Point, calculated using the Warzone Kill Points rule (above).

At the end of the game, each player totals their VP and consults the Margin of Victory chart:

Victory Point Margin	Battle Points Earned
Triumph Margin of 20+ VP	Win = 18 Points Loss = 0 Points
Victory Margin of 13-19VP	Win = 14 Points Loss = 3 Points
Success Margin of 6-12VP	Win = 12 Points Loss = 4 Points
Pyrrhic Margin of 1-5VP	Win = 10 Points Loss = 5 Points
Draw	Draw = 7 Points

YOUR SCORE			
Primary	Secondary	Tertiary	TOTAL

OPPONENT'S SCORE			
Primary	Secondary	Tertiary	TOTAL

Secondary Objective (MODIFIED RELIC)

BEACONS: Any model OTHER THAN MODELS WITH THE FLYER BATTLEFIELD ROLE can carry a BEACON by moving into contact with it during any phase of the game – that model then automatically picks it up. From that point, the BEACON remains with that model (move the BEACON with the model to show this) until it is dropped, which only happens if the model is slain or flees. A model with the BEACON cannot embark in a TRANSPORT, leave the battlefield, move farther than 9" in any single phase for any reason, or use the FLY keyword when moving during any phase. A player who deploys a model in in contact with a BEACON at the beginning of the game may declare that the BEACON has been picked up by that model.

At the end of the game, score each of the following separately:

If your BEACON is wholly outside of your Deployment Zone, you earn 4BP minus one per enemy unit within 12" of your BEACON (to a minimum of zero).

In addition, you earn 1BP for each of your units, up to 4, within 12" of the enemy BEACON.

You earn one additional BP if the enemy BEACON is in the enemy's Deployment Zone.

Tertiary Objectives

Alternate First Blood, Linebreaker, and Slay the Warlord are each worth 2BP to a single player, or 1BP to each player.

Set Up

Players place 6 RETRIEVAL objective markers per normal placement rules BEFORE rolling to determine deployment map or choosing deployment zones.

Primary Objective (MODIFIED PROGRESSIVE RETRIEVAL)

Beginning in the SECOND BATTLE ROUND, at the beginning of their own turn, the active player scores 1 Victory Point for each RETRIEVAL objective they control.

ALTERNATIVELY, if the active player controls an objective located within their opponent's deployment zone, they may – INSTEAD of scoring that objective normally – choose to RAZE the objective. That player scores D3 Victory Points for that objective and then removes that objective from the table. (The D3 roll may be re-rolled with the Command Re-Roll Stratagem.)

At the end of the game, each Player totals their VP for the Primary Objective and consults the Margin of Victory chart:

Victory Point Margin	Battle Points Earned
Triumph Margin of 20+ VP	Win = 18 Points Loss = 0 Points
Victory Margin of 13-19VP	Win = 14 Points Loss = 3 Points
Success Margin of 6-12VP	Win = 12 Points Loss = 4 Points
Pyrrhic Margin of 1-5VP	Win = 10 Points Loss = 5 Points
Draw	Draw = 7 Points

Secondary Objective (MARKED FOR DEATH)

Immediately before the DEFENDER deploys their first unit, each player chooses 3 of their opponent's units to Mark for Death.

If you destroy ONE OR MORE of the units you Marked for Death, earn 3BP.

If you destroy ALL of the units you Marked for Death, earn an additional 3BP.

If you destroyed MORE of the units you Marked for Death than your opponent, earn an additional 3BP.

NOTE: If your opponent causes a Marked for Death unit to split or combine during or after deployment, you must destroy ALL of the constituent parts of the new unit(s) to achieve this objective.

Example: If one of your marked units is a squadron of 3 Leman Russ Battle Tanks, you must destroy all 3 to get credit for that single mark.

Example 2: If you mark an Astra Militarum Infantry Squad and your opponent merges it into another squad via a stratagem, you must destroy the combined squad.

Tertiary Objectives

Alternate First Blood, Linebreaker, and Slay the Warlord are each worth 2BP to a single player, or 1BP to each player.

YOUR SCORE

Primary	Secondary	Tertiary	TOTAL

OPPONENT'S SCORE

Primary	Secondary	Tertiary	TOTAL