

General Information:

Schedule:

Saturday

09:00 - Official presentation and information

09.30 - 14:00 - Game 1

14.00 - 15.00 - Lunch

15:00 - 18:30 - Game 2

18.30 - 19.00 - Best Painted during the break for food and snacks

19:00 - 22:30 - Game 3

22.30 and forwards, food and drinks and general coziness

Sunday

08:00 - 09:00 - Breakfast

09:00 - 12:30 - Game 4

12.30 - 13.30 - Lunch

13:30 - 17:00 - Game 5

17:00 - Award Ceremony

Gametime:

Each game will be played for 3,5 hours and at least 5 turns. 1 hour before the game ends, everyone will be informed that there is 1 hour left to play.

15 min before the game ends everyone will be informed that there are no more gameturns.

The result should be reported at the very latest 15min after gametime.

If results are reported in late, both players will receive a penalty of 1 point per 5 full minutes.

Terrail placement:

Terrain will be placed by players themselves after fortifications have been deployed. Terrain pieces have to be placed so that at least 50% of each piece is in your own table half. Terrain pieces cannot be placed closer than 3" of fortifications or other pieces of terrain. All terrain has to be placed, if for some reason it's too tight, shift things around a tiny bit to fit everything on the board.

Best Painted:

Best painted is divided into 3 categories.

Best army

Best Unit

Best Monster/Character/Vehicle

3 items will be nominated by judges in each category.

The player who receives a nomination will be awarded 3 extra points.

Difference in Victory points:

Every game will max generate 22 victory points.

Use this table to calculate the end result:

0 10-10

1-2 11-9

3-4 12-8

5-6 13-7

7-8 14-6

9-10 15-5

11-12 16-4

13-14 17-3

15-16 18-2

17-18 19-1

19-22 20-0

If you wipe your opponent from the board you count as having collected all the mission points and your opponent zero.

Order before game:

1. Roll-off: Winner chooses whether to place fortifications first or second.
2. Roll-off: Winner chooses whether to start placing terrain first or second.
3. Roll-off: Winner chooses whether to roll for Warlord Traits first or second.
4. Roll-off: Winner chooses whether to roll for Psychic Powers, Gifts etc. first or second.
5. Night Fight
6. Roll-off: Winner chooses whether to deploy first or second.
7. Deploy infiltrators
8. Make Scout Move
9. Seize the initiative
10. Start the game

Objectives:

All measurements to an objective are made from the rim of the objective, both placing and holding objectives.

All Objectives must be on a 40mm base.

Objectives can't be placed within 6" from any table edge and/or within 12" other objective.

Objectives may not be placed in impassable terrain, buildings or within 3" of fortifications.

Scoring / Denial units:

As the rulebook p 123.

Kill points:

Kill points follows the rules on page 127 (Purge the Alien).

The Relic:

The relic follows the rules on page 131 (The Relic)

You can't move flatout or Assault/Thrustmove with the relic.

The relic can only be held by a scoring model. (Not by a IC that has joined a scoring unit)

Placement of Fortifications:

Must be place on your table half.

Judges:

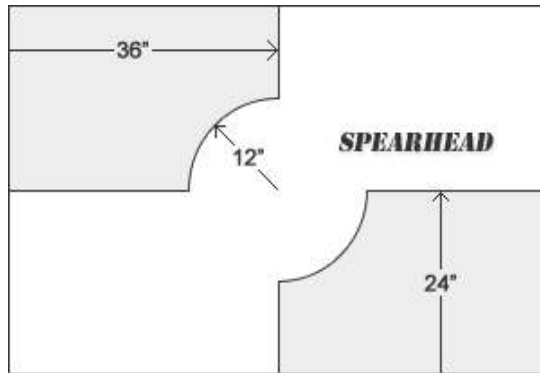
If you need help in a rule discussion you can always call on one of our judges or our main organizer.

Main Organizer:

Peter Alsén, 0708821530

First Mission:

Deployment: Spearhead



Primary: 5 Objectives each worth 2vp,

Secondary: 1 Objective in the center of the board (6 points)
Slay the Warlord 1vp.

Tertiary: First Blood, Linebreaker, Slay the Warlord

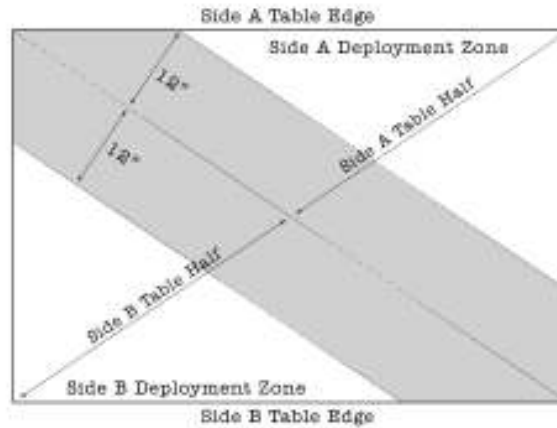
Special Rules: Reserves, Night fight, Big Guns Never Tire, Heavy support is scoring and each player receives 1 Victory Point for each enemy heavy support unit that has been completely destroyed.

Placement of Objectives:

After fortifications and terrain has been placed. Start placement of objectives. Roll-off to see who places the most objectives. You each have to place 1 objective in the opponents deployment zone and 1 in his table half.

Second Mission:

Deployment: Vanguard Strike



Primary: 4 Objectives each worth 3vp,

Secondary: Kill points. (maximum 7 in difference)

Tertiary: First Blood, Linebreaker, Slay the Warlord

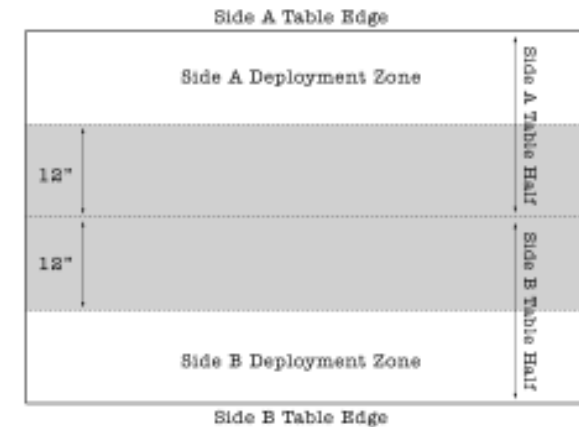
Special Rules: Reserves, Night fight,

Placement of Objectives:

After fortifications and terrain has been placed. Start placement of objectives. Roll-off to see who places the first objective. You each have to place 1 objective in the opponents deployment zone and 1 in his table half.

Third Mission:

Deployment: Dawn of War



Primary: Each unit destroyed/fleeing at the end of the game is worth 1 point. Maximum 13 points difference.

Secondary: 2 Objectives (3 points each)

Tertiary: First Blood, Linebreaker, Slay the Warlord

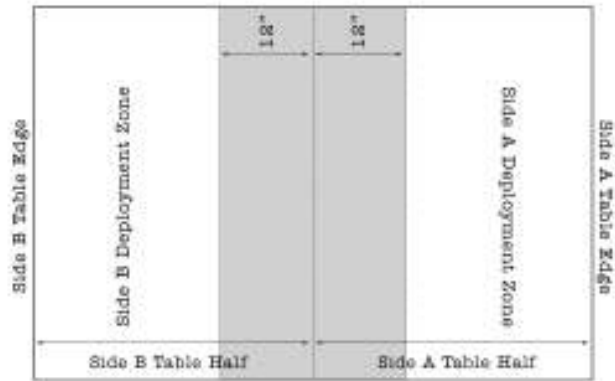
Special Rules: Reserves, Night fight,

Placement of Objectives:

After fortifications and terrain has been placed, start placement of objectives. Roll-off to see who places the first objective. Objectives are placed in your own deployment zone.

Fourth Mission:

Deployment: Hammer and Anvil



Primary: The Relic. (worth 7vp)

Secondary: 4 Objectives worth 3vp each.

Tertiary: First Blood, Linebreaker, Slay the Warlord

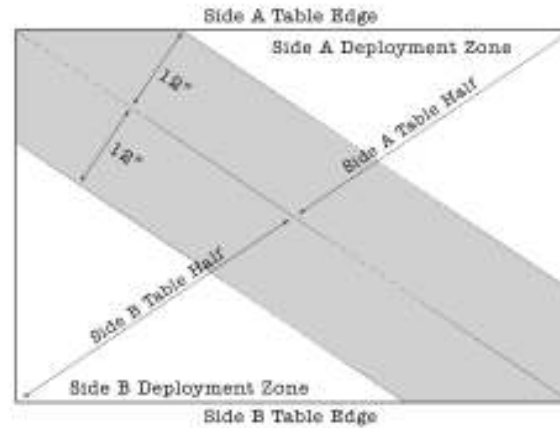
Special Rules: Reserves, Night fight

Placement of Objectives:

After fortifications and terrain has been placed. Start placement of objectives. Roll-off to see who places the first objective. You each have to place 1 objective in the opponents deployment zone and 1 in his table half. Objectives cannot be placed within 12" of the Relic.

Fifth Mission:

Deployment: Vanguard strike



Primary: Each player places 3 objectives (secretly worth 1, 3, 4 VPs each)

Secondary: First Blood, Linebreaker, Slay the Warlord

Special Rules: Reserves, Night fight,

Placement of objectives:

After fortifications and terrain has been placed. Start placement of objectives. Roll-off to see who places the first objective. You each have to place 1 objective in the opponents deployment zone and 1 in his table half. When all objectives have been placed, reveal what they are worth.