

# Januarirussen 2014

Every game generates a total of 20 points, depending on Victory Points (VP) in every match.

0-1 in VP difference	10-10
2-3 VP more than your opponent	11-9
4-5 VP	12-8
6-7 VP	13-7
8-9 VP	14-6
10-11	15-5
12-13 VP	16-4
14-15 VP	17-3
16-17 VP	18-2
18-19 VP	19-1
20+	20-0

## Order before game:

1. Roll-off: Winner place first objective. Players take turns placing all the objectives.
2. Roll-off: Winner chooses deployment zone
3. Warlord Traits
4. Psychic Powers
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 battle

**Placement of Objectives:** Objectives must be placed 6" or more from any table edge and 12" or more from any other objective. Objectives may not be placed in impassable terrain, buildings or within 3" of fortifications.

**Controlling an Objective:** According to the rulebook p123. The measurement to an objective is done to its rim. All Objectives must be on a 40mm base.

**Secondary missions:** are all worth 1VP each unless otherwise stated. Rules are found on p 122.

**Scoring / Denial units:** As the rulebook p 123.

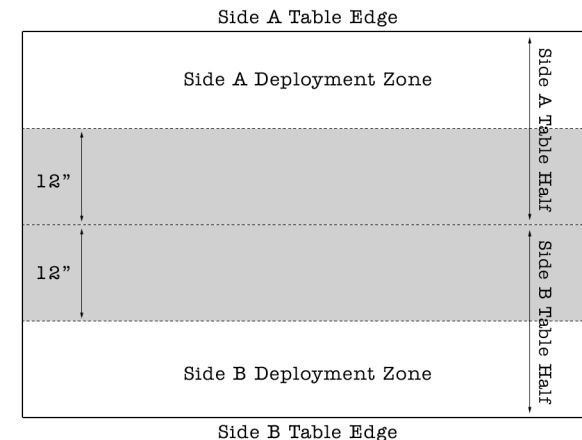
**Wipe :** If your opponent is wiped you play the remaining turns, roll for turn 6 and 7 as usual, and thereafter count the score according to the mission.

**Deployment zones:** As standard. The tables may be 47,5 instead of 48" so make sure to measure this properly.

**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)

## Mission 1



**Deployment Map:** Dawn of War

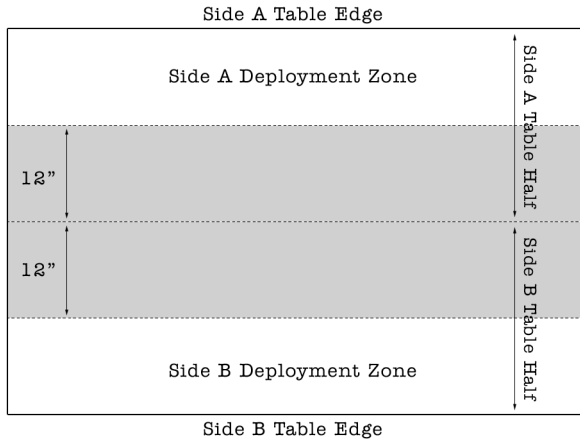
**Primary Mission:** 3 Objectives.

Place one objective in the middle of the board, thereafter each player places an objective. The objective in the middle is worth 6VP the others 5VP.

**Secondary Mission:** Slay the Warlord, **First Blood (2VP)**, Line Breaker

**Special Rules:** Reserves, Night fight

## Mission 2



**Deployment Map:** Dawn of War

**Primary Mission:** 4 Objectives and Kill points.

4 Objectives 3VP each, maximum difference by controlling objectives: 9 VP

Kill points, maximum difference: 9VP

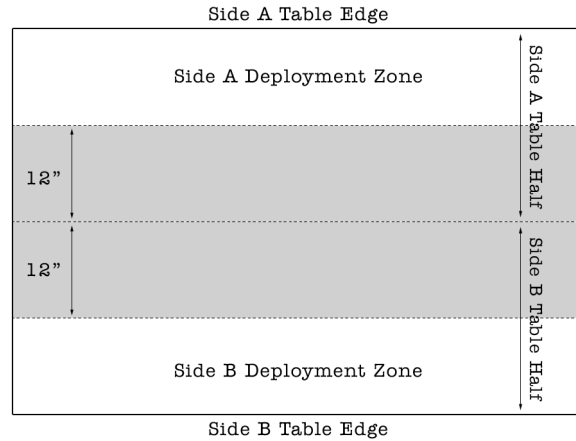
**Secondary Mission:** Slay the Warlord, First Blood, Line Breaker

**Special Rules:** Reserves, Night fight, Heroic Unit

Heroic Unit – Declare a unit from your troop choice before deployment. Whenever this unit scores a killpoint, you gain 2 killpoints, instead on 1.

If this unit can be divided into several units (such as Combat Squad), the Heroic Unit will be the unit where the sergeant is.

## Mission 3



**Deployment Map:** Dawn of War

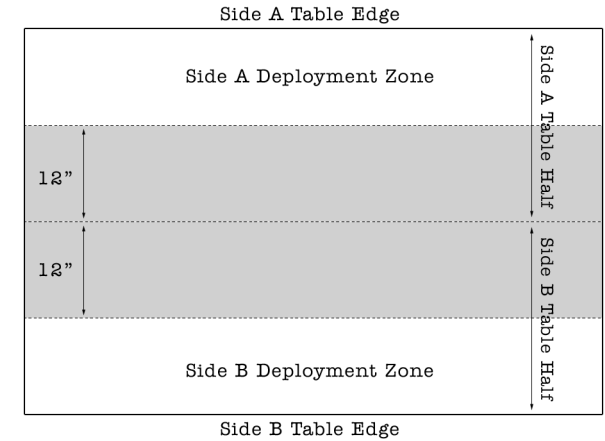
**Primary Mission:** 3 Objectives (1 Center) 4VP each (Center is worth 8VP)

**Secondary Mission:** Slay the Warlord (2VP), First Blood, Line Breaker

**Special Rules:** Reserves, Night fight, Volcanic Rage

Volcanic rage – At the end of each Game Turn, X S7 AP2 blast is scattered 3D6 from the center of the table where X is gameturn/2 (rounded up).

## Mission 4



**Deployment Map:** Dawn of War

**Primary Mission:** The Relic and 2 Objectives.

The relic is worth 5VP.

2 Objectives 3VP each, place at least 18" from The Relic. King's Guard – 3VP each unit.

**Secondary Mission:** Slay the Warlord, First Blood, Line Breaker

**Special Rules:** Reserves, Night fight, King's Guard

King's Guard – Before deployment, declare two of your Troop Choices as King's Guard. You gain 3 VP for destroying each of the opponents King's Guard Units.