

## General Information:

### Schedule:

Sunday  
09:00 - Official presentation and information  
09.30-12:00 - Game 1  
12:15-14:45 - Game 2  
14.45-15.45 - Lunch  
15:45-18:15 - Game 3  
18:15-20:45 - Game 4  
21:00 - Award Ceremony

### Gametime:

Each game will be played for 2,5 hours and atleast 4 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.

### Best Painted:

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

### Difference in Victory points:

Every game will max generate 18 victory points.  
Use this table to calculate the end result:

1 or tiebreaker, 11-9  
2, 12-8  
3, 13-7  
4, 14-6  
5-6, 15-5  
7-8, 16-4  
9-10, 17-3  
11-12, 18-2  
13-14, 19-1  
15+, 20-0

In case of a “Wipe”, play all remaining turns and

still roll for turn 6 and 7 as usual, and thereafter count the score according to the mission.

### Order before game:

1. Roll-off: Winner chooses deployment zone
2. Roll-off: Winner chooses whether to place fortifications first or second.
3. Place objectives
4. Roll-off: Winner chooses whether to roll for Warlord Traits first or second.
5. Roll-off: Winner chooses whether to roll for Psychic Powers, Gifts etc. first or second.
6. Night Fight
7. Roll-off: Winner chooses whether to deploy first or second.
8. Deploy infiltrators
9. Make Scout Move
10. The player who deployed first chooses who will start the game.
11. Seize the initiative
12. 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.

### Placement of Objectives:

The winner of who picked deployment zone, starts to place.  
he gets Objectives 1,3 and 5, The second player gets objective 2,4,6  
1 Objective nr 1 and 2 is placed in enemy Deployment zone  
1 Objective nr 3 and 4 is placed in enemy table half  
1 Objective nr5 and 6 is placed in your table half

### Kill points:

Kill points follows the rules on digital page 612, analog page 143 (Purge the Alien).

### The Relic:

The relic follows the rules on digital page 620, analog page 147 (The Relic)  
You can't move flatout or Assault/Thrustmove with the relic.

### Secret Orders

Sectet Orders follows the rules on digital page 634, analog page 152 (Cloak and Shadows)

### Placement of Fortifications:

Must be place outside and not in/on any terrain. It may not be placed within 3” of an objective

### Judges:

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

**The judges are:**

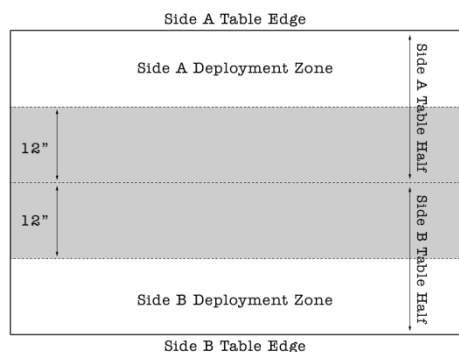
### Main Organizers:

Johan Barouta, 072-3881656  
Jonas Koch, 073-7602275



## First Mission:

**Deployment:** Dawn of war



**Primary:** **Objectives.** 6 Objectives each worth 1vp, (Max, 5vp difference.)  
**Most units alive,** is worth 3vp.

**Tactical Obj:** 2 Tactical objectives, Draw until you have 2 Tactical objectives each turn. (Max, 5vp difference.)

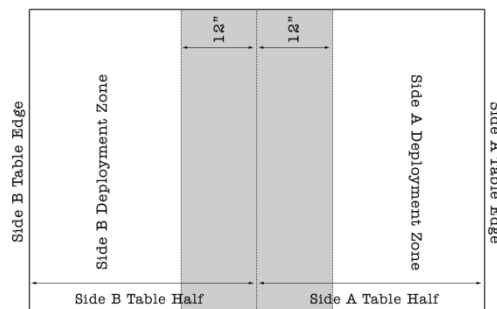
**Secondary:** Linebreaker 1vp, First Blood 1vp.

**Tiebreaker:** First to slay Warlord, (If no warlord is killed, then First blood)

**Special Rules:** Reserves, Night fight, Mysterious Objectives  
 Big Guns Never Tire,  
 Each player receives 1 Victory for each enemy Heavy support unit that has been completely destroyed or is falling back, (Max 3vp)

## Second Mission:

**Deployment:** Hammer and Anvil



**Primary:** **Killpoints:** Each unit destroyed is worth 1vp (Max, 7vp difference.)  
**Linebreaker.** Each scoring unit within 12" the enemy table edge at the end of the game is worth 1vp. (Max, 5vp difference.)

**Tactical Obj:** 2 Tactical objectives, Draw until you have 2 Tactical objectives each turn. (Max, 5vp difference.)

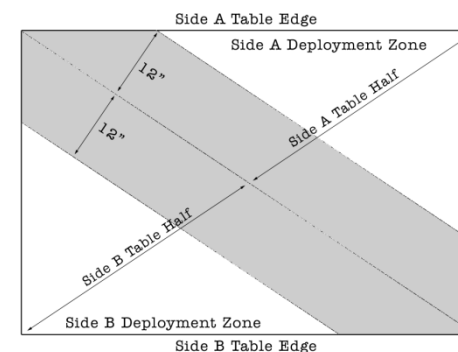
**Secondary:** Slay the Warlord 1vp.

**Tiebreaker:** First Blood,

**Special Rules:** Reserves, Night fight, Mysterious Objectives

## Third Mission:

**Deployment:** Vanguard strike



**Primary:** **Objectives.** Objectives 1-4 is each worth 2vp, (Max, 6vp difference.)  
**The Relic:** is worth 4vp

**Tactical Obj:** 2 Tactical objectives, Draw until you have 2 Tactical objectives each turn. (Max, 5vp difference.), OBS! Secret Orders

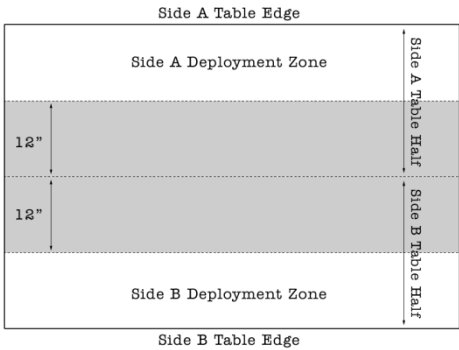
**Secondary:** First Blood 1vp, Slay the Warlord 1vp.  
 Linebreaker 1vp

**Tiebreaker:** Kill points, the player with the most kill points

**Special Rules:** Reserves, Night fight, Mysterious Objectives  
 Secret Orders

# Fourth Mission:

**Deployment:** Dawn of war



**Primary** **Big game hunter:** 3 Victory Points if at least one enemy Super-heavy Vehicle or Gargantuan Creature was destroyed during the game

**Tactical Obj:** Tactical objectives, Draw until you have maximum Tactical objectives each turn.  
(Max, 9vp difference.)

Turn number: 1 2 3 4 5 6 7  
Maximum obj: 1 2 3 4 5 6 7

**Secondary:** First Blood 1vp, Slay the Warlord 1vp, Linebreaker 1vp

**Tiebreaker:** Most units alive,

**Special Rules:** Reserves, Night fight, Mysterious Objectives  
The Souring.  
Each player receives 1 Victory point for each enemy Fast Attack unit that has been completely destroyed or is falling back, (Max 3vp)