

General Information:

Schedule:

Saturday
08:45 - Official presentation and information
09:00-12:30 - Game 1
12:30-13:30 - Lunch
13:30-17:00 - Game 2
17:00-20:30 - Game 3
20:30 - Award Ceremony

Game time:

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 game turns.
The result should be reported at the very latest 15min after game time.
If results are reported in late, both players will receive a penalty of 1 point per 5 full minutes.

Judges:

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

Main Organizers:

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

Difference in Victory points:

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

0, 10-10
1, 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 : Place objectives first
2. Roll-off: Winner chooses deployment zone
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. The player who deployed first chooses who will start the game.
10. Seize the initiative
11. 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 or buildings.
- The one who starts to place objectives gets Objectives 1,3 and 5, The second player gets objective 2,4 and 6

Tactical Objectives:

Tactical Objectives follows the rules on digital page 597, analog page

With following amendments:

- Before each game all players that has its primary detachment (CAD) in a faction that has a factions specific tactical objectives **may** choose to use them instead of the normal ones.
- Victory Points is changed to a fixed value
-All 1 when generating victory points is always 1vp.
-All D3 when generating victory points is always 2vp.
-All D6+3 D3 when generating victory points is always 3vp.
- If you can't achieve a Tactical objective in this or any of the following turns can you discard it immediately and generate a new one.
- 61, Kingslayer is changed to **1vp**
- **OBS! You may only archive one “Secure Objective” each turn**

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)

Timed objective:

It has a fixed position in the middle of the table. It works as a regular objective in cases of securing it (Contest, Objective Secure).
If you are securing the objective n the end of your opponents turn will you receive 1vp.

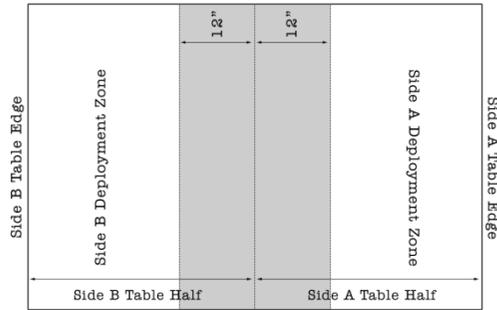
Placement of Fortifications:

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



First Mission:

Deployment: Hammer and Anvil



Primary: Objectives. Objectives 2-6 is each worth 1vp, Timed Objective. (Max 5vp difference)

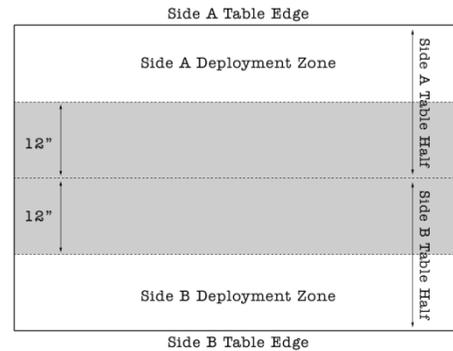
Tactical Obj: 3 Tactical objectives cards, Draw until you have 3 Tactical objectives each turn. You can only achieve 2 tactical objectives each turn. (Max, 5vp difference.)

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

Special Rules: Reserves, Night fight,

Second Mission:

Deployment: Dawn of war



Primary: Objectives. Objectives 1-4 is each worth 2vp Most units alive (3vp)

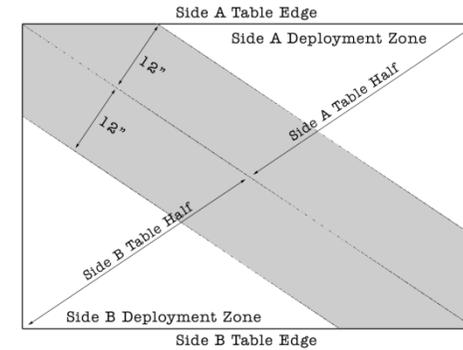
Tactical Obj: 3 Tactical objectives cards, Draw until you have 3 Tactical objectives each turn. You can only achieve 2 tactical objectives each turn. (Max, 4vp difference.)

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

Special Rules: Reserves, Night fight,

Third Mission:

Deployment: Vanguard strike



Primary: The Relic: is worth 4vp

Tactical Obj: 4 Tactical objectives cards, Draw until you have 4 Tactical objectives each turn. You can only achieve 3 tactical objectives each turn. (Max, 8vp difference.)

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

Special Rules: Reserves, Night fight, **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)