

General Information:

Schedule:

Saturday

09:00 - 09:30 Gathering and information
09:30 - 12:45 Game 1
12:45 – 13:45 Lunch
13:45 – 17:00 Game 2
17:00 - 17:30 Best Painted
17:30 - 20:45 Game 3

Sunday

08:30 - 09:30 Breakfast
09:30 - 12:45 Game 4
12:45 – 13:45 Lunch
13:45 – 17:00 Game 5
17:00 - Award ceremony!

Game time:

Each game will be played for 3, hours 15 minutes. 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 10 minutes after game time.

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

Main Organizers:

Samuel Bergström, 0761091111
Daniel Henriksson, 0705793674



Difference in Victory points:

Every game will max generate 22 victory points.
Use this table to calculate the end result:

0-1, 10-10
2-3, 11-9
4-5, 12-8
6-7, 13-7
8-9, 14-6
10-11, 15-5
12-13, 16-4
14-15, 17-3
16-17, 18-2
18-19, 19-1
20+, 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. The player who chooses deployment zone roll for Psychic Powers, Gifts etc **first**.
4. Night Fight
5. Roll-off: Winner chooses whether to deploy first or second.
6. The player who deploys first roll for Warlord Traits, then deploys
7. The player next player roll for Warlord Traits, then deploys
8. Deploy infiltrators
9. Make Scout Move
10. 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 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 in a faction that has a factions specific tactical objectives **may** choose to use them instead of the normal ones.

•OBS! If you draw the same “Secure Objective” that you have on hand, shuffle it in to the deck and generate a new one Tactical Objective

- 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** and the warlord have to be slayed when you have the kingslayer on “hand”.

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:

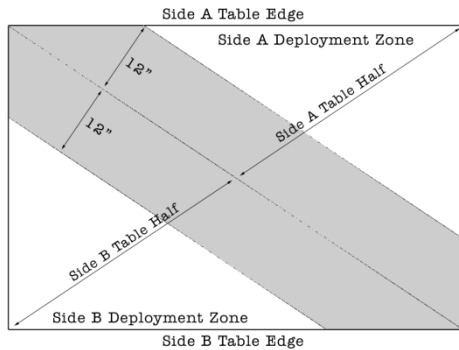
It has a fixed position in the middle of the table. It works as a regular objective in cases of securing it (Contest, Objective Secure).
If you are securing the objective in the beginning (First thing) of your turn will you receive 1vp. You cannot score round 1.

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: Vanguard strike (Always left corner)



Primary: Objectives. Objectives 1-4 is each worth 1vp

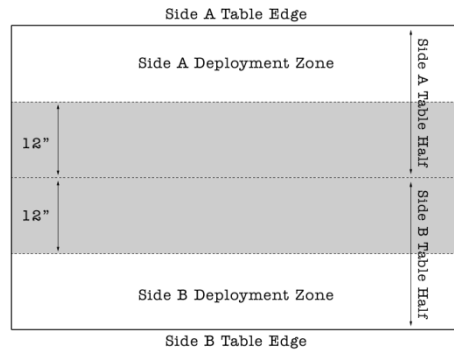
Tactical Obj: 4 Tactical objectives cards, Draw until you have 4 Tactical objectives each turn. You can **only** achieve **3** tactical objectives each turn. (Max, 15vp difference.)

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

Special Rules: Reserves, Night fight

Second Mission:

Deployment: Dawn of war



Primary: Kill points (Max 8vp difference)
The Relic (4vp)

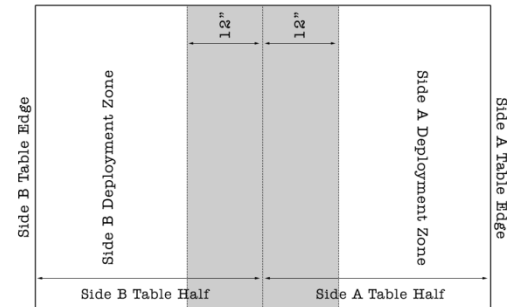
Tactical Obj: 3 Tactical objectives cards, Draw until you have 3 Tactical objectives each turn. You can **only** achieve **2** tactical objectives each turn. (Max, 7vp difference.)

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

Special Rules: Reserves, Night fight,

Third Mission:

Deployment: Hammer and Anvil



Primary: Objectives each worth 2vp
Multiple Linebreaker (Max 5vp difference)

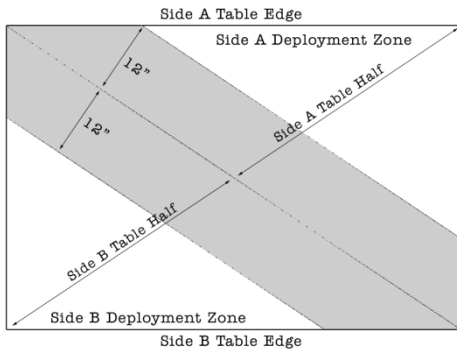
Tactical Obj: 2 Tactical objectives cards, Draw until you have 2 Tactical objectives each turn. You can **only** achieve **1** tactical objectives each turn. (Max, 3vp difference.)

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

Special Rules: Reserves, Night fight,

Fourth Mission:

Deployment: Vanguard strike (Always left corner)



Primary: Kill points (Max 8vp difference)
Timed Objective. (Max 4vp difference)

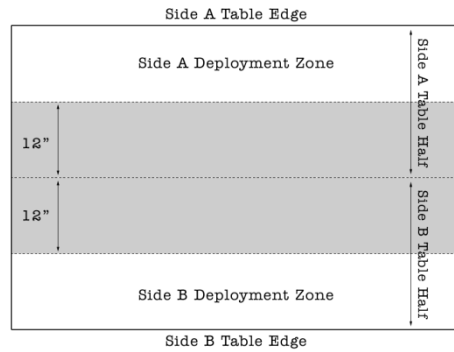
Tactical Obj: 3 Tactical objectives cards, Draw until you have 3 Tactical objectives each turn. You can **only** achieve **2** tactical objectives each turn. (Max, 7vp difference.)

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

Special Rules: Reserves, Night fight,

Fifth Mission:

Deployment: Dawn of war



Primary: Kill points (Max 4vp difference)

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, 15vp difference.)

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

Special Rules: Reserves, Night fight,