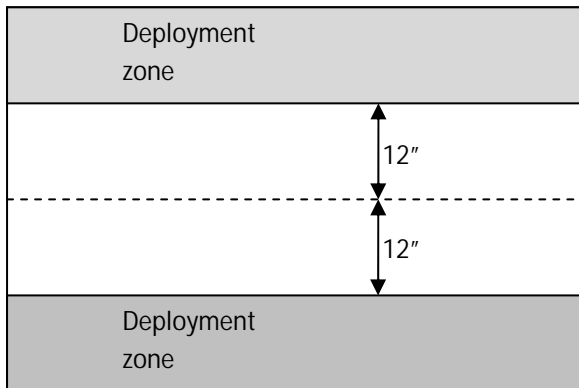


## Deployment types

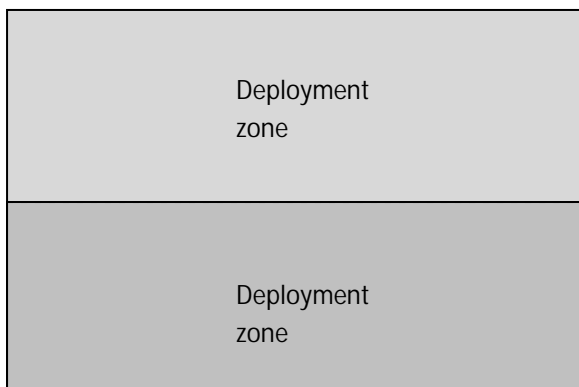
### Pitched battle (long board edges):

1. The players roll-off and the winner choose to go first or second.
2. The player that goes first chooses one long board edge to be his table edge. His opponent gets the opposite edge.
3. The player that goes first deploys his force within 12" from his table edge.
4. His opponent then deploys within 12" from his table edge.
5. Starting with the player that goes first, both players alternate placing infiltrators.
6. Starting with the player that goes first, both players alternate making scout moves.
7. Roll for Seize the initiative.



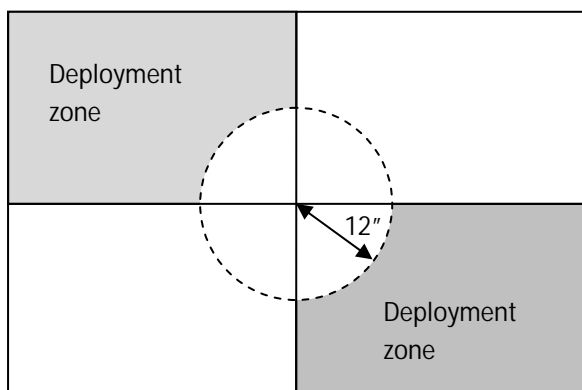
### Dawn of War:

1. The players roll-off and the winner choose to go first or second.
2. The player that goes first chooses one long board edge to be his table edge. The opposite table edge is the opponent's table edge.
3. The player that goes first may deploy up to two units from his troops selections and one unit from his HQ selections within 24" from his long table edge. (This is his deployment zone.)
5. His opponent does the same within 24" from the opposite table edge, but his units have to be deployed more than 18" from enemy units.
6. Starting with the player that goes first, both players alternate placing infiltrators. A player may still not have more units on the table than one HQ unit and two Troops unit after the deployment of infiltrators.
7. Starting with the player that goes first, both players alternate making scout moves.
8. All units that were not deployed and were not declared to be in reserve during deployment will arrive turn 1 by moving in from their own table edge.
9. Roll for Seize the initiative.
10. During Game turn 1, the Night Fighting mission special rule is in effect.



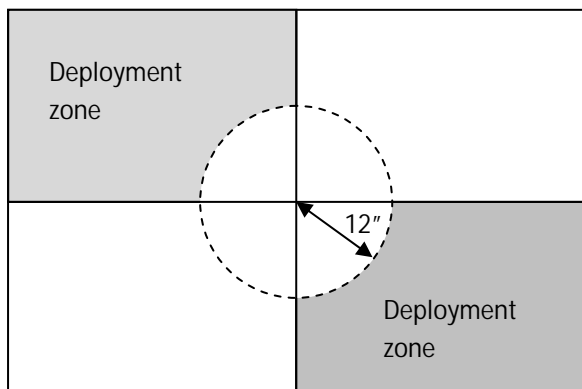
### **Spearhead (quarters):**

1. The players roll-off and the winner choose to go first or second.
2. The player that goes first chooses one long board edge to be his table edge.
3. The player that goes first chooses one of the two table quarters on his side as his deployment zone, the other player gets the opposite diagonal quarter as his deployment zone.
4. The player that goes first deploys his force in his deployment zone, more than 12" away from the centre.
5. His opponent then deploys in the opposite quarter, more than 12" away from the centre.
6. Starting with the player that goes first, both players alternate placing infiltrators.
7. Starting with the player that goes first, both players alternate making scout moves.
8. Roll for Seize the initiative.



### **Early morning of War:**

1. The players roll-off and the winner choose to go first or second.
2. The player that goes first chooses one long board edge to be his table edge.
3. The player that goes first chooses one of the two table quarters on his side as his deployment zone, the other player gets the opposite diagonal quarter as his deployment zone.
4. The player that goes first may deploy up to two units from his Troops selections and one unit from his HQ selections in his deployment zone, more than 12" away from the centre. In addition, he may deploy up to three other units, but each one of those units must come from a different category (HQ, Troops, Elites, etc...) than the other two. For example, after deploying on HQ unit and two Troops units, a player may deploy one Troops unit, one Heavy support unit and one Elites unit, but he may not deploy two Elites units.
5. His opponent then deploys, following the same restrictions. In addition, his units have to be deployed more than 18" from enemy units.
6. Starting with the player that goes first, both players alternate placing infiltrators. A player may still not have more units on the table than the ones listed under 4 after the deployment of infiltrators.
7. Starting with the player that goes first, both players alternate making scout moves.
8. All units that were not deployed and were not declared to be in reserve during deployment will arrive turn 1 by moving in from their own table edge.
9. Roll for Seize the initiative.
10. During Game turn 1, the Night Fighting mission special rule is in effect.



## Universal tournament rules

### Victory points

Each player adds the victory points earned for destroyed/damaged enemy units and for the bonus objective. The total difference between the total calculated victory points give tournaments points according to the following table:

Difference in victory points	Tournament points
0-299,75	6-6
300-599,75	7-5
600-899,75	8-4
900-1199,75	9-3
1200-1499,75	10-2
1500-1799,75	11-1
1800+	12-0

### Controlling an objective

At the end of the game, you control an objective if you have a scoring unit within 3" of it and your opponent does not have a unit of any kind (scoring or not) within 3" from it.

### Controlling a quarter

At the end of the game, you control a quarter if you have a scoring unit in it and your opponent does not have a unit of any kind (scoring or not) in it. A unit is considered to be in the quarter where the majority of its models are (or the majority of the hull in case of vehicles). If a unit has an equal number of models in two or more quarters, determine randomly.

### Ending the game

The game does **not** end because all units in your opponent's army are destroyed. Continue playing until the game ends normally. Victory points and Tournament points are counted as normal.

### Fleeing units

Units falling back at the end of the game count as destroyed.