

## Council of Five Nations XXXVII

# Warhammer 40k Tournament

**Sunday, October 12<sup>th</sup>, 2014 at 9:00am**

**Event Ticket: \$10**

## Army Selection

- **2000 points**
- **A maximum of 2 Detachments allowed per player. A Formation counts as a Detachment.**
  - **Detachments may be produced from a maximum of one Codex / Codex Supplement.** The exception to this are units that are added to various Factions by means other than the primary or supplemental Codex are exceptions (i.e., Dataslate Characters, ForgeWorld 40K approved units where they are permitted, etc.).
  - **Codex Supplements will be considered their own Faction,** ie. Farsight Enclave, Black Legion, Crimson Slaughter, Militarum Tempestus and Legion of the Damned, etc.
  - In the case of a unit having a profile in multiple publications, **the most recent version of the rules are always used and you must have them on hand.**
- **Only 1 Fortification and 1 Lord of War is allowed per player.** If you use a Fortification and/or a Lord of War, **you MUST have the Stronghold Assault and/or Escalation books respectively.**
- **Fortifications may be chosen from the following list.** All of the rules may be found in the Stronghold Assault supplement. *No Fortification Formations will be allowed.*
  - Aegis Defense Line
  - Fortress of Redemption
  - Imperial Bastion
  - Promethium Relay Pipes
  - Skyshield Landing Pad
  - Void Shield Generator
  - Firestorm Redoubt
  - Vengeance Weapons Batteries
- All of the rules for Lords of War available may be found in the Escalation, Apocalypse and Imperial Armor: Apocalypse supplement with the updated rules found in the BRB in effect (such as the new D Weapon rules). Players are required to have the actual LoW model to use them. Exceptions will only be made for exceptional conversions. What constitutes an exceptional conversion is determined at the sole discretion of the Tournament Organizers. Send pictures of your model to [Store@GrimfoeGames.com](mailto:Store@GrimfoeGames.com) in advance if you have any doubts.
- Please note, the Impending Doom (+1 to Seize the Initiative for a player facing a LoW who does not have one), and Through Attrition, Victory (+1 Victory Point for every 3 Hull Points or Wounds done to a LoW, counted towards the secondary mission) special rules will be in effect if either player in a given game has a Lord of War.
- A LoW may be chosen from the following list.
  - All of the Baneblade chassis vehicles except for the Hellhammer (and Traitor's Bane variant) and Stormsword
  - Crassus Armored Assault Transport
  - Gorgon Heavy Transporter
  - Minotaur Artillery Tank
  - All Macharius chassis vehicles.
  - All Malcador chassis vehicles except the Malcador Infernus
  - Valdor Tank Hunter
  - Marauder Bomber (may not take Hellstorm bombs)

- Maurader Destroyer
- Fellblade
- Cereberus Heavy Tank Destroyer
- Thunderhawk Transporter
- Greater Brass Scorpion of Khorne
- Obelisk
- Stompa
- Gargantuan Squiggoth
- Kustom Battle Fortress
- Kill Krusha Tank
- Kill Blasta
- Cobra
- Scorpion
- Lynx with Pulsar (but not with Sonic Lance)
- Tiger Shark (Escalation version)
- Orca Dropship
- Barbed Hierodule

## Format

### Abstract

- Each of the three scenarios has a total of 25 possible Battle Points with a primary objective, a secondary objective, and three tertiary objectives.
- There is also separate Appearance, and Sportsmanship.
- Scenarios are chosen at random from a pool of different primary and secondary missions as well as deployment types. Each one will be chosen just before the game begins so that even the Tournament Organizer won't know what is to come. Repeat missions and deployments will be re-rolled.
- Whoever has the most Battle Points at the end of the game, wins. Equal points is a tie.
- Pairings are Swiss style, based on battle points.

### Schedule

The schedule is subject to change. If all players finish a round early, then the schedule will take advantage of this in order to accommodate an earlier finish.

- 9:00 Touramnet Setup Begins
- 9:30 Game 1 Begins
- 12:30 Lunch Break. Set up your army for Judging and Appearance Player's Choice scored
- 1:00 Game 2 Begins
- 4:00 Game 3 Begins
- 7:00 Sportsmanship Player's Choice scored and Prizes awarded

### What to Bring

- Your Army
- Tape Measure, Dice, Game Aids, etc.
- 6 Objective Markers about 40mm in size (marked 1-6 is preferable).
- **3 Typed Copies of your army list.** Be sure to notate who your Warlord is on your army list.

- All pertinent rules for your army. Codices, White Dwarf Articles, Forgeworld Rules, etc.
- If you are using “A Counts As...” (for example a conversion army), YOU MUST HAVE YOUR PLAYER HANDOUT FOR YOUR OPPONENT IDENTIFYING WHAT EACH UNIT IN YOUR ARMY IS.
- An easy way of keeping track of secondary objectives. We suggest using the Tactical Objective Cards, but just flip them over to the image side.

## Rules Judgments

Rules issues will be dealt with swiftly by a roaming judge. We use a hierarchy for determining rules issues as follows:

1. Main Rule Book
2. FAQs and Erratas
3. ITC FAQ
  - Please note, the change to the 2+ reroll save is still in effect. i.e., any save of any type of a 2+ that can be rerolled is failed on the second roll of a 1,2 or 3.
4. Consensus of judges present at the time. Please note, that these judgments are final. We be da law!!!

## Terrain

Terrain will be static and narratively-placed by the judges. *If **both** players agree, however, some terrain may be moved.*

- **Hills:** All rolling hills are open terrain, granting 5+ cover via LOS blocking/interference as normal but do not count as difficult terrain.
- **Rock Towers, Crates, and Can Towers:** Are impassible and block LOS completely (even if there are actual gaps in the terrain pieces).
- Note that the **bases of terrain count as part of the terrain piece.**
- In order to facilitate easy use of Woods terrain and reduce Line-of-Sight arguments, **Woods are treated differently from other terrain rather than just being simple difficult terrain.** If any model is in woods or up to 25% of your model is behind the woods template, including vehicles, they enjoy a 5+ cover save even if the model is not obscured. The height of all woods is assumed to be as tall as the tallest tree on the template, so if a flyer stands over the tree-line, it will not enjoy the cover save. Similarly, if you are in woods and trace line of sight through any part of the woods you are in, your target also enjoys a 5+ cover save.
- Terrain Data Slates (such as the Twisted Copse) will not be used.
- All other terrain functions as outlined in the book BRB pg. 108-113.

Fortifications are placed before other models are deployed. You must replace one piece of terrain in your deployment zone with your Fortification. The exceptions to this are the Aegis Defense Line and Promethium Relay Pipes which are allowed to snake through other terrain as needed.

# Scoring

## Battle Scoring

Every scenario is worth 25 Battle Points with a Primary Mission worth 11 points and a Secondary Mission worth 8 points. All three normal Tertiary's are in play, but are worth different Battle Points than usual. Linebreaker is worth 3 points, First blood is worth 1 point, and Slay the Warlord is worth 2 points. See the scenario packet for more details.

Note that any ability which awards additional victory points (such as the Tankbustas' Glory Hogs ability) are applied to the Secondary Mission.

Maximum Battle Points for the tournament: **75pts**

## Sports Scoring

Sportsmanship will be handled as a simple thumbs-up, thumbs-down check box on the results sheet.

The temptation to ding someone on sports after a tough loss is often too much for many players to resist. We therefore are providing a very narrowly defined set of terms under which a player may mark their opponent with a thumbs down mark on sportsmanship. This system is intended to punish those who are being abusive, but to not allow chimpunking.

Legitimate reasons to give an opponent a thumbs down on sports:

1. Your opponent was 15 or more minutes late to the round.
2. Your opponent was verbally abusive. This does not mean you argued with your opponent or that your personalities clashed, but that they were verbally abusive and insulting.
3. Your opponent intentionally cheated. Be prepared to support your case to a judge.
4. Your opponent slow played. We define slow playing as not completing 3 game turns of play.
  - o In the case of 20 or less minutes left to play, divide the time remaining between players to complete one full GAME turn. Time each other during this period to ensure that each player has an equal amount of time to complete a full game turn. If one player does not finish within their limit, the other player can force them to stop and then begin their turn. This mechanic is in place to ensure no one is slow played out of a turn of play.

What does NOT constitute a thumbs down on sports?

1. You argued over rules with your opponent.
2. Your opponent beat you.
3. You didn't like your opponent's army.
4. Your opponent thinks the Black Lion never should have been the head of Voltron. The Green Lion was way cooler. NERD RAGE!!!

A negative mark on sportsmanship will be met with administrative action as follows:

1. First thumbs down: A verbal warning from a judge, up to reversing a win to a loss (and up to 25 Battle Points).
2. Second thumbs down: Reversing a win to a loss, up to disqualification from any prize support.
3. Third thumbs down: disqualification from any prize support with no refund of the ticket price.

At the end of the tournament, each player will choose their favorite opponent and is scored as follows:

<b>Votes:</b>	<b>1</b>	<b>2</b>	<b>3</b>
Points:	1	7	16

+3 points for each Thumbs Up

Total possible sportsmanship for the tournament: **25pts**

### **Appearance Scoring**

Any mention of “most of the army” includes 75% of the army’s points in models. What this constitutes, in a real sense, is up to the judge. If you have 3 painted Land Raiders (750pts) and no infantry painted, the judge is encouraged to score you as not having 75% of your army painted. Also, what constitutes “a large number” or “a handful” of models is also up to the Judge’s discretion.

### **General Score (up to 10pts):**

3pts	Most of the army is painted to a tabletop standard
6pts	Entire army is painted to a tabletop standard
8pts	Most of the army is painted beyond tabletop standard with highlights and shading
10pts	Entire army is painted beyond tabletop standard with highlights and shading

### **Basing Score: (up to 4pts):**

+1pt	Minimal basing (1 texture/color) on most of the army
+2pts	Minimal basing (1 texture/color) on the entire army
+3pts	More than one texture and/or color is used to base most of the army
+4pts	More than one texture and/or color is used to base the entire army

### **Conversion score (up to 5pts):**

+1pt	Minor conversion work has been done to a handful of models
+2pts	Minor conversion work on a large number of models
+3pts	The army has many major conversions, but the execution isn’t to a high level
+4pts	Army shows some major and impressive conversion work, but limited to a few models
+5pts	Entire army is full of (well-executed) major and minor conversions throughout

### **Miscellaneous (up to 6pts):**

+1pt	Army uniformity
+0-5pts	Judge’s discretion (usually reserved for players who already have 18 to 20 points)

Judges are also encouraged to take into account difficulty level and model count, to some extent, for the awarding of Judge's Discretion points, though the award is entirely up to them and players are asked not to grill the Judge on their final decision. If the Judge feels threatened or put off by questions by the players, the Judge is encouraged to alert the Tournament Organizer so that penalties may be incurred on the player's sportsmanship score. Asking for advice on how to improve one's painting, however, is highly encouraged.

Additionally, a Player's Choice vote for Appearance is taken during the tournament and there is a separate award for that.

Maximum Appearance score for the tournament: **25pts**

# Scenarios

## Primary Missions

- 1 Crusade - 4 Objectives
- 2 Emperor's Will
- 3 Purge the Alien
- 4 Big Guns Never Tire - 4 Objectives
- 5 The Scouring - 6 Objectives
- 6 The Relic

The Tournament Organizer will roll for a Primary Mission in each round of the tournament. The same mission will not be used twice. Primary missions are comprised of standard book missions and are played as normal except for Objective Placement (see below).

Note that if the Relic is in a transport, it may only be scored by the unit holding it. However, it may be contested by a qualifying enemy unit which is within 3" of the hull.

**The player who wins the Primary Mission gets 11 Battle Points.**

## Secondary Missions:

At the beginning of each Game Turn, each player rolls twice on the table provided along with each mission to determine which Tactical Objectives they may achieve. Reroll the second roll if it is the same number as the first. At the end of each **game turn**, each player scores for each Tactical Objective achieved. If you roll two objectives which call for the destruction of enemy units, you must destroy two separate enemy units to achieve both Tactical Objectives.

**The player who scores the most Tactical Objectives by the end of the game scores 8 Battle Points.**

## Tertiary Missions:

Slay the Warlord, First Blood, and Linebreaker are in play. **Linebreaker is worth 3 Battle Points, Slay the Warlord is worth 2 Battle Points, and First Blood is worth 1 Battle Point.**

## Deployment:

Each Scenario will randomly use one of the standard deployment types from the Core Rulebook. No deployment type will be used more than once during the tournament.

## Placing Objectives:

- The first Objective you place in all missions must be placed completely within your opponent's deployment zone.
- The next four objectives (if called for by the mission) must be marked 3-6 respectively, and are placed as per the normal rules for Objective placement.
- All Objectives are always placed in numerical order.

## Models

### WYSIWYG

All models are expected to be WYSIWYG as much as is reasonable. Proxies are not permitted. Counts As armies will only be permitted if they represent a clearly concerted effort to build a unique army around an obvious theme. For example, an Adeptus Mechanicus army using extensive kit bashing and conversions will be fine. If you go this route, YOU ARE REQUIRED TO HAVE A HANDOUT TO SHOW YOUR OPPONENT THAT SHOWS WHAT EACH UNIT IN YOUR ARMY IS ALONG WITH ITS STATS AND PERTINENT RULES! You must also present this to them prior to the game so that they have time to understand what they are playing against. There will be no exceptions to this.

If your army uses only a single Codex but if for example you have Crimson Fists models using the Blood Angels Codex, or Chaos models using the Space Wolves Codex, that is acceptable. Allies for this type of army however, MUST be represented by their actual models. This is to avoid confusion. No exceptions.

If you are using converted or scratch built models with Forge World rules, this is acceptable so long as your model is as close to the represented model as possible in terms of equipment, size and shape. We will not be lenient with this.

If you have any questions about your army, ask us prior to the event so that we can let you know if what you have will be acceptable or not.

Summoned models must be accurately represented! Again, counts-as in a clearly themed list (such as Albino Ork Boyz for Pink Horrors) are allowed, but proxies are not (such as Ork Boyz that look like your other Ork Boyz).

### Modeling for Advantage

There is a fine line between creative freedom and modeling for advantage. We do not wish to stifle anyone's creativity, but in the end, this is a game that relies heavily upon the physical characteristics of the models being used.

**Modeling for advantage will be handled on a case by case basis. To resolve a possible abusive situation, follow these steps:**

1. ***Keep a template or an example of the modern version in the shape of the GW standard version handy so that you can use it as a guide during your games.***
2. Call a judge to ask for a judgment.
3. Possibly substitute the model with an appropriate replacement.

Examples of what we consider modeling for advantage:

1. Using out of date and inappropriately sized models such as the rogue trader era Eldar Avatar (which currently is a large, monstrous creature model but back then, was the size of a Space Marine, which would now grant huge advantages due to being so much smaller) or Gorka Morka Trukks (which are less than half the size of modern versions). If an army is made predominantly of Rogue Trader era minis (or any era) and is clearly going for a theme, then exceptions will be made. If it appears to a judge that the player is in fact modeling for advantage, then action will be taken per the judge's discretion.
2. Increasing or decreasing the size of models to gain an advantage in gaining or granting cover. Custom Battle Wagons often fall into this category.
3. Altering a model to increase the range of a model or to benefit your LOS.

We do not want to stifle creativity, so we simply recommend using a template or guide for things like customized vehicles. Please be friendly with your modeling!

## Prizes!

**A player may only win one prize**, taking the most rewarding of the prizes they win. In these instances, the lesser-rewarding prizes will go to the next best **in that category**.

**Best Overall:** The player with the best combined Battle Points + Appearance Points + Sportsmanship Points (Maximum 125 points). Ties remove Battle Points, then Appearance from the score. If a tie remains, then 1st and 2nd prize will be combined and halved.

**Best General:** The undefeated player wins. Battle Points is the first tie-breaker, then Sportsmanship.

**Best Appearance:** Army with the best Appearance score. The player who painted the army rather than played it should win this award if the army was borrowed or commissioned.

**Best Sportsman:** The player with the best Sportsmanship score wins. Player's Choice (Sportsman) breaks ties.

### **Additional Prizes Based on Attendance:**

**Player's Choice:** The Army with the most Appearance Player's Choice (Appearance) votes wins.

**Tactician:** The player with the most Secondary Battle Points wins. Ties go to the player with the most Battle Points.

**Headhunter:** The player with the most Slay the Warlord Points wins. Ties go to the player with the most Battle Points.

# Mission 1

## Crusade

### Game Setup:

1. Exchange army lists with your opponent and discuss models as needed.
2. Discuss terrain.
3. Roll to determine Night Fight.
4. Roll off to determine which player will go first.
5. Starting with the player going first, place 4 Objectives, marked 1-4, each placed in numerical order. Remember that each Team's first Objective must be placed completely within their enemy's deployment zone.
6. Starting with the player going first, deploy armies. If you have any Fortifications, they must be placed first and, unless they are an Aegis Defense Line or Promethium Relay Pipes, a piece of terrain must be removed from your deployment zone before you deploy it. Nudge other terrain as needed to fit very large Fortifications.
7. The player going second may attempt to seize the initiative.

### Special Rules:

- Deepstrike
- Scout
- Infiltrate
- Mysterious Objectives
- Night Fight

### Primary Mission:

The player holding the most Objective Markers at the end of the game wins the Primary Mission and scores 11 Battle Points.

### Secondary Mission:

At the beginning of each Game Turn, each player rolls twice on the table provided along with each mission to determine which Tactical Objectives they may achieve. Reroll the second roll if it is the same number as the first. At the end of each **game turn**, each player scores for each Tactical Objective achieved. If you roll two objectives which call for the destruction of enemy units, you must destroy two separate enemy units to achieve both Tactical Objectives.

1. Destroy an enemy unit
2. Destroy an enemy unit
3. Score Objective 1
4. Score Objective 2
5. Score Objective 3
6. Score Objective 4

Note that any ability which awards additional victory points (such as the Tankbustas' Glory Hogs ability) are applied to the Secondary Mission.

The player scoring the most Tactical Objectives by the end of the game wins the Secondary Mission and scores 8 Battle Points.

### Tertiary Missions:

Players score 3 Battle Points for Linebreaker, 2 Points for Slay the Warlord, and 1 point for First Blood.

## Mission 2

# Emperor's Will

### Game Setup:

1. Exchange army lists with your opponent and discuss models as needed.
2. Discuss terrain.
3. Roll to determine Night Fight.
4. Roll off to determine which player will go first.
5. Starting with the player going first, place 2 Objectives, marked 1 and 2. Remember that each player's first Objective must be placed completely within their enemy's deployment zone.
6. Starting with the player going first, deploy armies. If you have any Fortifications, they must be placed first and, unless they are an Aegis Defense Line or Promethium Relay Pipes, a piece of terrain must be removed from your deployment zone before you deploy it. Nudge other terrain as needed to fit very large Fortifications.
7. The player going second may attempt to seize the initiative.

### Special Rules:

- Deepstrike
- Scout
- Infiltrate
- Mysterious Objectives
- Night Fight

### Primary Mission:

The player holding the most Objective Markers at the end of the game wins the Primary Mission and scores 11 Battle Points.

### Secondary Mission:

At the beginning of each Game Turn, each player rolls twice on the table provided along with each mission to determine which Tactical Objectives they may achieve. Reroll the second roll if it is the same number as the first. At the end of each **game turn**, each player scores for each Tactical Objective achieved. If you roll two objectives which call for the destruction of enemy units, you must destroy two separate enemy units to achieve both Tactical Objectives.

1. Have at least 3 of your scoring units and no enemy unit at least partially within your own deployment zone
2. Have a scoring unit at least partially within the enemy deployment zone
3. Destroy an enemy unit
4. Destroy an enemy unit
5. Score Objective 1
6. Score Objective 2

Note that any ability which awards additional victory points (such as the Tankbustas' Glory Hogs ability) are applied to the Secondary Mission.

The player scoring the most Tactical Objectives by the end of the game wins the Secondary Mission and scores 8 Battle Points.

### Tertiary Missions:

Players score 3 Battle Points for Linebreaker, 2 Points for Slay the Warlord, and 1 point for First Blood.

## Mission 3

# Purge the Alien

### Game Setup:

1. Exchange army lists with your opponent and discuss models as needed.
2. Discuss terrain.
3. Roll to determine Night Fight.
4. Roll off to determine which player will go first.
5. Starting with the player going first, place 4 Objectives, marked 1 - 4. Remember that each player's first Objective must be placed completely within their enemy's deployment zone.
6. Starting with the player going first, deploy armies. If you have any Fortifications, they must be placed first and, unless they are an Aegis Defense Line or Promethium Relay Pipes, a piece of terrain must be removed from your deployment zone before you deploy it. Nudge other terrain as needed to fit very large Fortifications.
7. The player going second may attempt to seize the initiative.

### Special Rules:

- Deepstrike
- Scout
- Infiltrate
- Mysterious Objectives
- Night Fight

### Primary Mission:

The Team who destroys the most enemy units by the end of the game wins the Primary Mission and scores 11 Battle Points.

### Secondary Mission:

At the beginning of each Game Turn, each player rolls twice on the table provided along with each mission to determine which Tactical Objectives they may achieve. Reroll the second roll if it is the same number as the first. At the end of each **game turn**, each player scores for each Tactical Objective achieved. If you roll two objectives which call for the destruction of enemy units, you must destroy two separate enemy units to achieve both Tactical Objectives.

1. Have at least 3 of your scoring units and no enemy unit at least partially within your own deployment zone
2. Have a scoring unit at least partially within the enemy deployment zone
3. Score Objective 1
4. Score Objective 2
5. Score Objective 3
6. Score Objective 4

Note that any ability which awards additional victory points (such as the Tankbustas' Glory Hogs ability) are applied to the Secondary Mission.

The player scoring the most Tactical Objectives by the end of the game wins the Secondary Mission and scores 8 Battle Points.

### Tertiary Missions:

Players score 3 Battle Points for Linebreaker, 2 Points for Slay the Warlord, and 1 point for First Blood.

## Mission 4

# Big Guns Never Tire

### Game Setup:

1. Exchange army lists with your opponent and discuss models as needed.
2. Discuss terrain.
3. Roll to determine Night Fight.
4. Roll off to determine which player will go first.
5. Starting with the player going first, place 4 Objectives, marked 1-4, each placed in numerical order. Remember that each player's first Objective must be placed completely within their enemy's deployment zone.
6. Starting with the player going first, deploy armies. If you have any Fortifications, they must be placed first and, unless they are an Aegis Defense Line or Promethium Relay Pipes, a piece of terrain must be removed from your deployment zone before you deploy it. Nudge other terrain as needed to fit very large Fortifications.
7. The player going second may attempt to seize the initiative.

### Special Rules:

- Deepstrike
- Scout
- Infiltrate
- Mysterious Objectives
- Night Fight

### Primary Mission:

The player holding the most Objective Markers at the end of the game wins the Primary Mission and scores 11 Battle Points.

### Secondary Mission:

At the beginning of each Game Turn, each player rolls twice on the table provided along with each mission to determine which Tactical Objectives they may achieve. Reroll the second roll if it is the same number as the first. At the end of each **game turn**, each player scores for each Tactical Objective achieved. If you roll two objectives which call for the destruction of enemy units, you must destroy two separate enemy units to achieve both Tactical Objectives.

1. Destroy an enemy unit
2. Destroy an enemy unit
3. Score Objective 1 or destroy an enemy Heavy Support unit
4. Score Objective 2 or destroy an enemy Heavy Support unit
5. Score Objective 3 or destroy an enemy Heavy Support unit
6. Score Objective 4 or destroy an enemy Heavy Support unit

Note that any ability which awards additional victory points (such as the Tankbustas' Glory Hogs ability) are applied to the Secondary Mission.

Please also note that, in 7th Edition, Heavy support are not Objective Secured in this or any other mission.

The player scoring the most Tactical Objectives by the end of the game wins the Secondary Mission and scores 8 Battle Points.

### Tertiary Missions:

Players score 3 Battle Points for Linebreaker, 2 Points for Slay the Warlord, and 1 point for First Blood.

## Mission 5

# The Scouring

### Game Setup:

1. Exchange army lists with your opponent and discuss models as needed.
2. Discuss terrain.
3. Roll to determine Night Fight.
4. Roll off to determine which player will go first.
5. Starting with the player going first, place 6 Objectives, marked 1-6, each placed in numerical order. Remember that each player's first Objective must be placed completely within their enemy's deployment zone.
6. Starting with the player going first, deploy armies. If you have any Fortifications, they must be placed first and, unless they are an Aegis Defense Line or Promethium Relay Pipes, a piece of terrain must be removed from your deployment zone before you deploy it. Nudge other terrain as needed to fit very large Fortifications.
7. The player going second may attempt to seize the initiative.

### Special Rules:

- Deepstrike
- Scout
- Infiltrate
- Mysterious Objectives
- Night Fight

### Primary Mission:

The player holding the most mission points at the end of the game wins the Primary Mission and scores 11 Battle Points.

### Secondary Mission:

At the beginning of each Game Turn, each player rolls twice on the table provided along with each mission to determine which Tactical Objectives they may achieve. Reroll the second roll if it is the same number as the first. At the end of each **game turn**, each player scores for each Tactical Objective achieved. If you roll two objectives which call for the destruction of enemy units, you must destroy two separate enemy units to achieve both Tactical Objectives.

1. Destroy an enemy unit
2. Destroy an enemy unit
3. Score Objective 1 or destroy an enemy Fast Attack unit
4. Score Objective 2 or destroy an enemy Fast Attack unit
5. Score Objective 3 or destroy an enemy Fast Attack unit
6. Score Objective 4 or destroy an enemy Fast Attack unit

Note that any ability which awards additional victory points (such as the Tankbustas' Glory Hogs ability) are applied to the Secondary Mission.

Please also note that, in 7th Edition, Fast Attack are not Objective Secured in this or any other mission.

The player scoring the most Tactical Objectives by the end of the game wins the Secondary Mission and scores 8 Battle Points.

### Tertiary Missions:

Players score 3 Battle Points for Linebreaker, 2 Points for Slay the Warlord, and 1 point for First Blood.

## Mission 6

# The Relic

### Game Setup:

1. Exchange army lists with your opponent and discuss models as needed.
2. Discuss terrain.
3. Roll to determine Night Fight.
4. Roll off to determine which team will go first.
5. Place the Objective marked 3; this is the Relic. The Relic must be placed precisely at the center of the board. If there is a piece of terrain in the way of placing The Relic flat, nudge the terrain the shortest distance needed to do so.
6. Starting with the player going first, place 2 Objectives, marked 1-2. Remember that each player's first Objective must be placed completely within their enemy's deployment zone.
7. Starting with the player going first, deploy armies. If you have any Fortifications, they must be placed first and, unless they are an Aegis Defense Line or Promethium Relay Pipes, a piece of terrain must be removed from your deployment zone before you deploy it. Nudge other terrain as needed to fit very large Fortifications.
8. The player going second may attempt to seize the initiative.

### Special Rules:

- Deepstrike
- Scout
- Infiltrate
- Mysterious Objectives (except The Relic)
- Night Fight

### Primary Mission:

The player holding The Relic at the end of the game wins the Primary Mission and scores 11 Battle Points.

Note that if the Relic is in a transport, it may only be scored by the unit holding it. However, it may be contested by a qualifying enemy unit which is within 3" of the hull.

### Secondary Mission:

At the beginning of each Game Turn, each player rolls twice on the table provided along with each mission to determine which Tactical Objectives they may achieve. Reroll the second roll if it is the same number as the first. At the end of each **game turn**, each player scores for each Tactical Objective achieved. If you roll two objectives which call for the destruction of enemy units, you must destroy two separate enemy units to achieve both Tactical Objectives.

1. Have a scoring unit at least partially within the enemy deployment zone
2. Destroy an enemy unit
3. Destroy an enemy unit
4. Score Objective 1
5. Score Objective 2
6. Score Objective 3

Note that any ability which awards additional victory points (such as the Tankbustas' Glory Hogs ability) are applied to the Secondary Mission.

The player scoring the most Tactical Objectives by the end of the game wins the Secondary Mission and scores 8 Battle Points.

### Tertiary Missions:

Players score 3 Battle Points for Linebreaker, 2 Points for Slay the Warlord, and 1 point for First Blood.

# Scenario Score Sheet - Round 3

Your Name: \_\_\_\_\_

Your Faction: \_\_\_\_\_

Opponents' Name: \_\_\_\_\_

## Battle Scoring:

### Your Score

### Opponents' Score

Primary Mission (11pts)

\_\_\_\_\_

\_\_\_\_\_

Secondary Mission (8pts)

\_\_\_\_\_

\_\_\_\_\_

Linebreaker (3pts)

\_\_\_\_\_

\_\_\_\_\_

Slay the Warlord (1pt each)

\_\_\_\_\_

\_\_\_\_\_

First Blood (1pt)

\_\_\_\_\_

\_\_\_\_\_

Total (Maximum 25pts)

\_\_\_\_\_

\_\_\_\_\_

## Sportsmanship Scoring:

Circle one. Be mindful of what it means to give someone a Thumbs Down by checking your packet. If you feel like your opponent deserves a Thumbs Down, but you are intimidated by their presence while filling out your sheet, then give them a Thumbs Up, then talk to a T.O. during the next break.

**Opponent :**

Thumbs Up

Thumbs Down

Be mindful during your game that, by the end of the tournament, **you will be asked to provide a favorite opponent** which is by player, not team. Jot the names of your favorite players down on your record sheet or a piece of scratch paper as you play games, then select one at the end.

# Scenario Score Sheet - Round 2

Your Name: \_\_\_\_\_

Your Faction: \_\_\_\_\_

Opponents' Name: \_\_\_\_\_

<b>Battle Scoring:</b>	<b>Your Score</b>	<b>Opponents' Score</b>
Primary Mission (11pts)	_____	_____
Secondary Mission (8pts)	_____	_____
Linebreaker (3pts)	_____	_____
Slay the Warlord (1pt each)	_____	_____
First Blood (1pt)	_____	_____
Total (Maximum 25pts)	_____	_____

## **Sportsmanship Scoring:**

Circle one. Be mindful of what it means to give someone a Thumbs Down by checking your packet. If you feel like your opponent deserves a Thumbs Down, but you are intimidated by their presence while filling out your sheet, then give them a Thumbs Up, then talk to a T.O. during the next break.

**Opponent :**                      Thumbs Up                      Thumbs Down

Be mindful during your game that, by the end of the tournament, **you will be asked to provide a favorite opponent** which is by player, not team. Jot the names of your favorite players down on your record sheet or a piece of scratch paper as you play games, then select one at the end.

# Scenario Score Sheet - Round 1

Your Name: \_\_\_\_\_

Your Faction: \_\_\_\_\_

Opponents' Name: \_\_\_\_\_

<b>Battle Scoring:</b>	<b>Your Score</b>	<b>Opponents' Score</b>
Primary Mission (11pts)	_____	_____
Secondary Mission (8pts)	_____	_____
Linebreaker (3pts)	_____	_____
Slay the Warlord (1pt each)	_____	_____
First Blood (1pt)	_____	_____
Total (Maximum 25pts)	_____	_____

## **Sportsmanship Scoring:**

Circle one. Be mindful of what it means to give someone a Thumbs Down by checking your packet. If you feel like your opponent deserves a Thumbs Down, but you are intimidated by their presence while filling out your sheet, then give them a Thumbs Up, then talk to a T.O. during the next break.

**Opponent :**                      Thumbs Up                      Thumbs Down

Be mindful during your game that, by the end of the tournament, **you will be asked to provide a favorite opponent** which is by player, not team. Jot the names of your favorite players down on your record sheet or a piece of scratch paper as you play games, then select one at the end.