

General Information

Doors open at 830am, games start at 9am
3, 3 hour rounds
Per rulebook page 215, "Sudden Death" rules in effect
Per rulebook page 215, "Matched Play Mission Rules" are in effect

Psychic Powers must be chosen and written in your army list before the tournament.

A player's Warlord must be clearly marked in the army list and the Warlord Trait must be chosen and written in your army list before the tournament.

Army Construction

2000 points or less (Power level not used)
Battleforged Army Rules (page 214 and 240)
All units in the army must share at least one Faction Keyword
Reinforcement Points in use

Per suggestion on page 214, the 2000 point army is limited to 3 detachments.

Forgeworld units are allowed. You must have the new rules with you.

Tournament Game Setup Order

****Command point rerolls may be used on one or more of the following steps per page 242. A roll may only be rerolled once, as normal.**

Exchange army lists with your opponent. Discuss armies, detachments, command points, psychic powers, your warlords, etc.

Discuss terrain with your opponent.

Place Terrain - Both players roll off, rerolling ties. The winner selects a piece of terrain, and places it anywhere on the battlefield more than 6 inches from any table edge. Players alternate placing terrain until all terrain is placed. Each piece of terrain must be placed more than 6 inches from any table edge and more than 4 inches from another piece of terrain. If the last pieces of terrain are difficult to place due to size, mutually agree to slightly adjust the position of one or more pieces of terrain or call the judge over to assist.

Determine Mission - Both players should read the Mission and take note of the single, fixed objective. The player who placed the last piece of terrain rolls a single dice. Compare it to the mission table. The player who rolled the dice may choose to reroll the result with a command point. The result is one of the missions for the game. The opposing player does the same thing, rerolling results that are the same as the first player. Once both players have a result, you should have a "fixed mission" and two "table missions."

Place the Relic Objective, if applicable. The Relic is placed in the exact center of the board and counts as an objective.

Place Crusade Objectives, if applicable - Players roll off, rerolling any ties. The winner places an objective first. Players alternate until all objectives are placed. All objectives must be placed over 12 inches from any other objective and over six inches from any board edge.

Determine Deployment Zones - Both players roll off, rerolling any ties. The winner rolls a single die to determine the deployment map (p 216-217). After the map is determined, the loser of the deployment map roll off chooses his/her deployment zone per the rules of the selected map.

Deployment - Starting with the player that did not choose his/her deployment zone, players alternate deploying their units, one at a time. A player's models must be set up within their own deployment zone unless their rules state otherwise. Both players continue deploying units until both sides have set up their entire army.

First Turn - The player who finished setting up their army can choose to take the first or second turn. If they decide to take the first turn, their opponent may roll a dice. On a roll of 6, they manage to Seize the Initiative, and they get the first turn instead!

Battle Length (use for all missions) - At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues to round six, otherwise, the game is over. At the end of battle round six, the player who had the second turn rolls a D6. On a roll of 4+, the game continues to round seven. Otherwise, the game is over. At the end of battle round 7, the game ends automatically.

Mission 1

My Name _____

Opponent's Name _____

Fixed Mission

Crusade Objectives - 4 objectives are placed per the setup rules. Each objective is worth 2 Victory Points to the player controlling it at the end of the game. A player controls an objective if they have more models within 3 inches of the center of the objective than their opponent. If players have the same number of models within 3", both players score 1

Mission Table

1. - **No Quarter Given** - Each player scores 1 Victory Point for each of their opponent's units that are destroyed at the end of the battle, to a maximum of 10.

2. - **The Relic** - The relic is an objective that is placed in the center of the board. An infantry model can carry the Relic by moving into contact with it - that model automatically and immediately picks it up during its move. From that point, the Relic remains with the model (move the Relic with the model to show this) until it is dropped, which only happens if the model is slain or flees (lost due to morale). A model with the Relic may not embark in a transport, leave the battlefield, or move further than 9 inches in any single phase, for any reason.

At the end of the battle, if a model from a player's army is carrying the Relic, that player earns 10 Victory Points. If the Relic is not being carried at the end of the game, treat it as an objective. Whoever has the most models within 3 inches of the center of the Relic earns 7 Victory Points, while the other player earns 3 Victory Points. If neither player has models within 3 inches of the relic, or if both players have the same number of models within 3 inches of the Relic, both players receive 5 Victory Points.

3. - **Secure and Control** - During deployment, each player sets up a Secure and Control objective in their deployment zone. The objectives are deployed in the alternating sequence of units, as if they themselves were units. They must be 6 inches from any board edge and 6 inches from any other objective.

At the end of the battle, players earn 2 Victory Points for controlling the Secure and Control objective in their own deployment zone and 8 Victory Points for controlling the Secure and Control objective in their opponent's deployment zone. A player controls an objective if they have more models within 3 inches of the center of the objective than their opponent. If players have the same number of models within 3", both players score 1 point for the objective.

4. **Progressive Control** - At the beginning of each player's turn, starting with the second, that player earns Victory Points equal to the total number of units completely within their opponent's deployment zone to a maximum of 2 Victory Points per turn. Keep track of this throughout the game.

5. **Vital Equipment** - During deployment, each player must assign 2 vital equipment tokens to units as they are being deployed. Note that these tokens are assigned to a unit, not a model, and these units behave normally throughout the game. If the unit is destroyed, the token is also destroyed. It may not be dropped or transferred in any way.

Players earn 3 Victory points for each of their own units bearing the vital equipment token if the entire unit ends the game in their opponent's deployment zone. Players also earn 2 Victory points for each of their opponent's units with vital equipment tokens that are destroyed by the end of the battle.

6. **Battlefield Control** - Players earn victory points by controlling table quarters at the end of the game. To control a table quarter, a player must have more units completely within a table quarter than their opponent. If a unit is in two or more table quarters, it is not counted to be in any table quarter.

Players earn 2 Victory Points per table quarter they control at the end of the game. 2 bonus Victory Points are awarded to the player who controls the most table quarters.

Fixed Bonus Objectives

Slay the Warlord - In the enemy Warlord has been slain/removed from play during the battle, the player scores two Victory Points. If both players achieve this objective, the two points are split between the players, one a piece.

First Blood - Be the first player to completely destroy one of your opponent's units. The unit must be completely slain or removed from play to count. If one player loses a unit from a source other than the other player (Perils of the Warp, etc), it still counts for this objective. Only one player may achieve this bonus and it is worth one Victory Point.

Linebreaker - If, at the end of the battle, you have at least one model completely within the enemy's deployment zone, you score two Victory Point. If both players achieve this objective, the two points are split between the players, one a piece.

<u>Fixed Mission</u>	<u>Table Mission 1</u>	<u>Table Mission 2</u>	<u>Bonus Objective</u>	<u>Bonus Objective</u>	<u>Bonus Objective</u>
Crusade Objectives	_____	_____	Slay the Warlord	First Blood	Linebreaker
<u>Victory Points Scored</u>	<u>Victory Points Scored</u>	<u>Victory Points Scored</u>	<u>Victory Points Scored</u>	<u>Victory Points Scored</u>	<u>Victory Points Scored</u>
_____	_____	_____	_____	_____	_____

My Total Victory Points _____/35

Opponent's Victory Points _____/35

Mission 2

My Name _____

Opponent's Name _____

Fixed Mission

No Quarter Given - Each player scores 1 Victory Point for each of their opponent's units that are destroyed at the end of the battle, to a maximum of 10.

Mission Table

1. - **Crusade Objectives** - 4 objectives are placed per the setup rules. Each objective is worth 2 Victory Points to the player controlling it. A player controls an objective if they have more models within 3 inches of the center of the objective than their opponent. If players have the same number of models within 3", both players score 1 point for that objective. 2 Victory Points are also awarded if you control more objectives than your opponent.

2. - **The Relic** - The relic is an objective that is placed in the center of the board. An infantry model can carry the Relic by moving into contact with it - that model automatically and immediately picks it up during its move. From that point, the Relic remains with the model (move the Relic with the model to show this) until it is dropped, which only happens if the model is slain or flees (lost due to morale). A model with the Relic may not embark in a transport, leave the battlefield, or move further than 9 inches in any single phase, for any reason.

At the end of the battle, if a model from a player's army is carrying the Relic, that player earns 10 Victory Points. If the Relic is not being carried at the end of the game, treat it as a normal objective. Whoever has the most models within 3 inches of the center of the Relic earns 7 Victory Points, while the other player earns 3 Victory Points. If neither player has a model within 3 inches of the relic, or if both players have the same number of models within 3 inches of the Relic, both players receive 5 Victory Points.

3. - **Secure and Control** - During deployment, each player sets up a Secure and Control objective in their deployment zone. The objectives are deployed in the alternating sequence of units, as if they themselves were units. They must be 6 inches from any board edge and 6 inches from any other objective.

At the end of the battle, players earn 2 Victory Points for controlling the Secure and Control objective in their own deployment zone and 8 Victory Points for controlling the Secure and Control objective in their opponent's deployment zone. A player controls an objective if they have more models within 3 inches of the center of the objective than their opponent. If players have the same number of models within 3", both players score 1 point for the objective.

4. **Progressive Control** - At the beginning of each player's turn, starting with the second, that player earns Victory Points equal to the total number of units completely within their opponent's deployment zone to a maximum of 2 Victory Points per turn. Keep track of this throughout the game.

5. **Vital Equipment** - During deployment, each player must assign 2 vital equipment tokens to units as they are being deployed. Note that these tokens are assigned to a unit, not a model, and these units behave normally throughout the game. If the unit is destroyed, the token is also destroyed. It may not be dropped or transferred in any way.

Players earn 3 Victory points for each of their own units bearing the vital equipment token if the entire unit ends the game in their opponent's deployment zone. Players also earn 2 Victory points for each of their opponent's units with vital equipment tokens that are destroyed by the end of the battle.

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Players earn 2 Victory Points per table quarter they control at the end of the game. 2 bonus Victory Points are awarded to the player who controls the most table quarters.

Fixed Bonus Objectives

Slay the Warlord - In the enemy Warlord has been slain/removed from play during the battle, the player scores two Victory Points. If both players achieve this objective, the two points are split between the players, one per player.

First Blood - Be the first player to completely destroy one of your opponent's units. The unit must be completely slain or removed from play to count. If one player loses a unit from a source other than the other player (Perils of the Warp, etc), it still counts for this objective. Only one player may achieve this bonus and it is worth one Victory Point.

Linebreaker - If, at the end of the battle, you have at least one model completely within the enemy's deployment zone, you score two Victory Point. If both players achieve this objective, the two points are split between the players, one a piece.

<u>Fixed Mission</u>	<u>Table Mission 1</u>	<u>Table Mission 2</u>	<u>Bonus Objective</u>	<u>Bonus Objective</u>	<u>Bonus Objective</u>
No Quarter Given	_____	_____	Slay the Warlord	First Blood	Linebreaker
<u>Victory Points Scored</u>	<u>Victory Points Scored</u>	<u>Victory Points Scored</u>	<u>Victory Points Scored</u>	<u>Victory Points Scored</u>	<u>Victory Points Scored</u>
_____	_____	_____	_____	_____	_____

My Total Victory Points _____/35	Opponent's Victory Points _____/35
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Mission 3

My Name _____

Opponent's Name _____

Fixed Mission

Battlefield Control - Players earn victory points by controlling table quarters at the end of the game. To control a table quarter, a player must have more units completely within a table quarter than their opponent. If a unit is in two or more table quarters, it is not counted to be in any table quarter.

Mission Table

1. - **Crusade Objectives** - 4 objectives are placed per the setup rules. Each objective is worth 2 Victory Points to the player controlling it. A player controls an objective if they have more models within 3 inches of the center of the objective than their opponent. If players have the same number of models within 3", both players score 1 point for that objective. 2 Victory Points are also awarded if you control more objectives than your opponent.

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Linebreaker - If, at the end of the battle, you have at least one model completely within the enemy's deployment zone, you score two Victory Point. If both players achieve this objective, the two points are split between the players, one a piece.

<u>Fixed Mission</u> Battlefield Control <u>Victory Points Scored</u> _____	<u>Table Mission 1</u> _____ <u>Victory Points Scored</u> _____	<u>Table Mission 2</u> _____ <u>Victory Points Scored</u> _____	<u>Bonus Objective</u> Slay the Warlord <u>Victory Points Scored</u> _____	<u>Bonus Objective</u> First Blood <u>Victory Points Scored</u> _____	<u>Bonus Objective</u> Linebreaker <u>Victory Points Scored</u> _____
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My Total Victory Points _____/35	Opponent's Victory Points _____/35
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