

#### Determining who picks match ups and Board

1. In Round one teams will roll off, the winning team will pick the first match up
2. The losing team will pick the board the first match up plays on and then pick the second match up.
3. The winning team then picks the board to be used for the second match up
4. The remaining players and board are automatically assigned
5. For round 2-5 the team with the lower score total will make the first match up pick or defer it to the other team.

#### Setting up to play

1. Each player shares his list with his opponent, answering any questions the opponent may have about his army
2. Each player chooses warlord traits, relics, spells, and pregame CP expenditures and reveals them simultaneously. They also pick a unit to be the designated survivor(see standard scoring for more information)
3. Players roll off with a D6, winning player will get to deploy first. The losing player will decide which deployment zone they want.
4. Players then mark off deployment zones and place objectives, the player who picked deployment zones gets to place his objectives first. All objectives must be 6" away from any board edge and 12" away from all other objectives. Players should use the same size objective for all 5 markers, we recommend something poker chip size. Roughly 40mm base. Holding an objective remains the standard 3" from the edge of an objective(standard model count/infantry rules apply in the result of contention).
5. The player who won the roll off then decides if he wants to go first or second, if he decides to go first, he will deploy first followed by the loser of the roll off. If he chooses to go second the player who lost the roll off deploys first.
6. After deployment, whichever player is going second may choose to seize the initiative by rolling a 6 on a single D6.

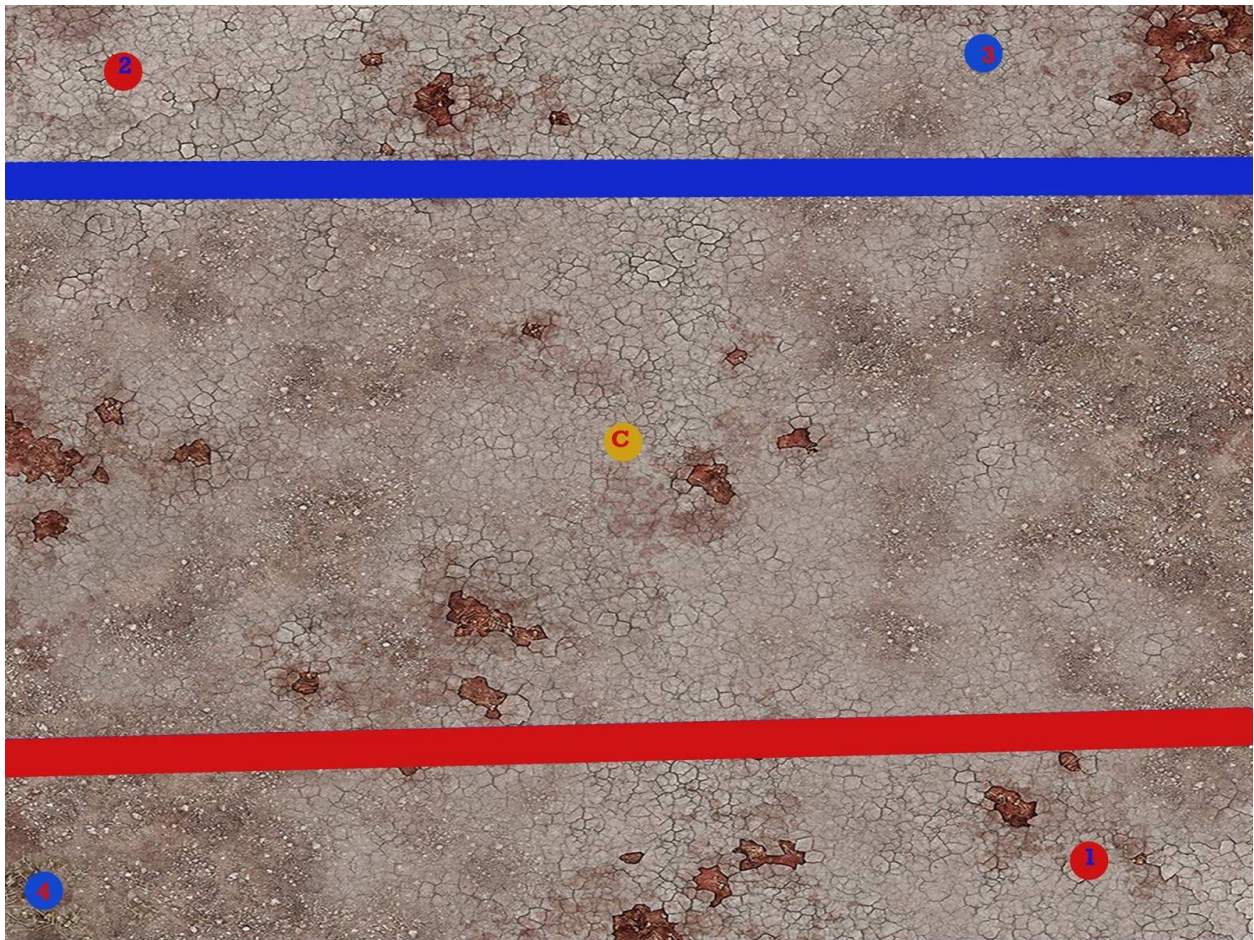
#### Standard Scoring for each Mission is as follows

- A. Hold an objective at the end of your turn. 1 point per turn. Max 6 points
- B. Hold More objectives at the end of your turn. 1 point per turn. Max 6 points
- C. Kill an enemy unit. 1 point per round. Max 6 points
- D. Kill an enemy unit that was on an objective at the start of your turn it was destroyed. 1 point per round. Max 6 points
- E. Your designated survivor lives through the game(note that despite the special rules your designated survivor may have, the unit must be on the board by the end of your 3rd turn and can not leave the board again except in death). 2 points
- F. Kill the enemies designated survivor. 2 points

Each mission also has 12 more points that can be scored in that mission only, broken down into 2 objectives worth a total of 6 points each or 3 objectives worth 4.

Objectives - All objectives must be place at least 6" away from the board edge and 12" away from any other objective. Measuring distance for holding an objective is done from the edge of the objective but players should make all efforts to use a uniformed size objective marker(which will be provided to each player at the event)

## Mission 1



Deployment - Dawn of War

Objectives - Center, each player places an objective in each deployment zone

Points

- A. Have a unit in the enemy deployment zone at the end of the round. 1 point per turn. 6 points max per game
- B. No enemy units in your deployment zone at the end of the round. 1 point per turn. 6 points max per game

Mission 1	1	2	3	4	5	6
Hold an Objective						
Hold More Objectives						
Destroy an enemy unit that started turn on an objective						
Destroy an enemy unit						
No enemy units in your deployment zone						
Have a unit in the enemy deployment zone(wholly)						
Designated Survivor Lives						
Enemy Designated Survivor Killed						



## Mission 2



Deployment - Modified Quarters

Objectives - Center, Each player places an objective in their deployment zone and the quarter directly above them

Points

- A. Hold two opposite corner objectives at the end of your turn. 1 point per turn. 6 points max per game
- B. Kill an enemy unit that has killed a unit. 1 point. 6 points max per game

Mission 2	1	2	3	4	5	6
Hold an Objective						
Hold More Objectives						
Hold both opposite corner objectives(either pair)						
Destroy an enemy unit that started turn on an objective						
Destroy an enemy unit						
Kill and enemy unit that has killed a unit						
Designated Survivor Lives						
Enemy Designated Survivor Killed						



## Mission 3



Deployment - Modified Dawn of War

Objectives - Center, players place one in their deployment zone, one opposite neutral zone

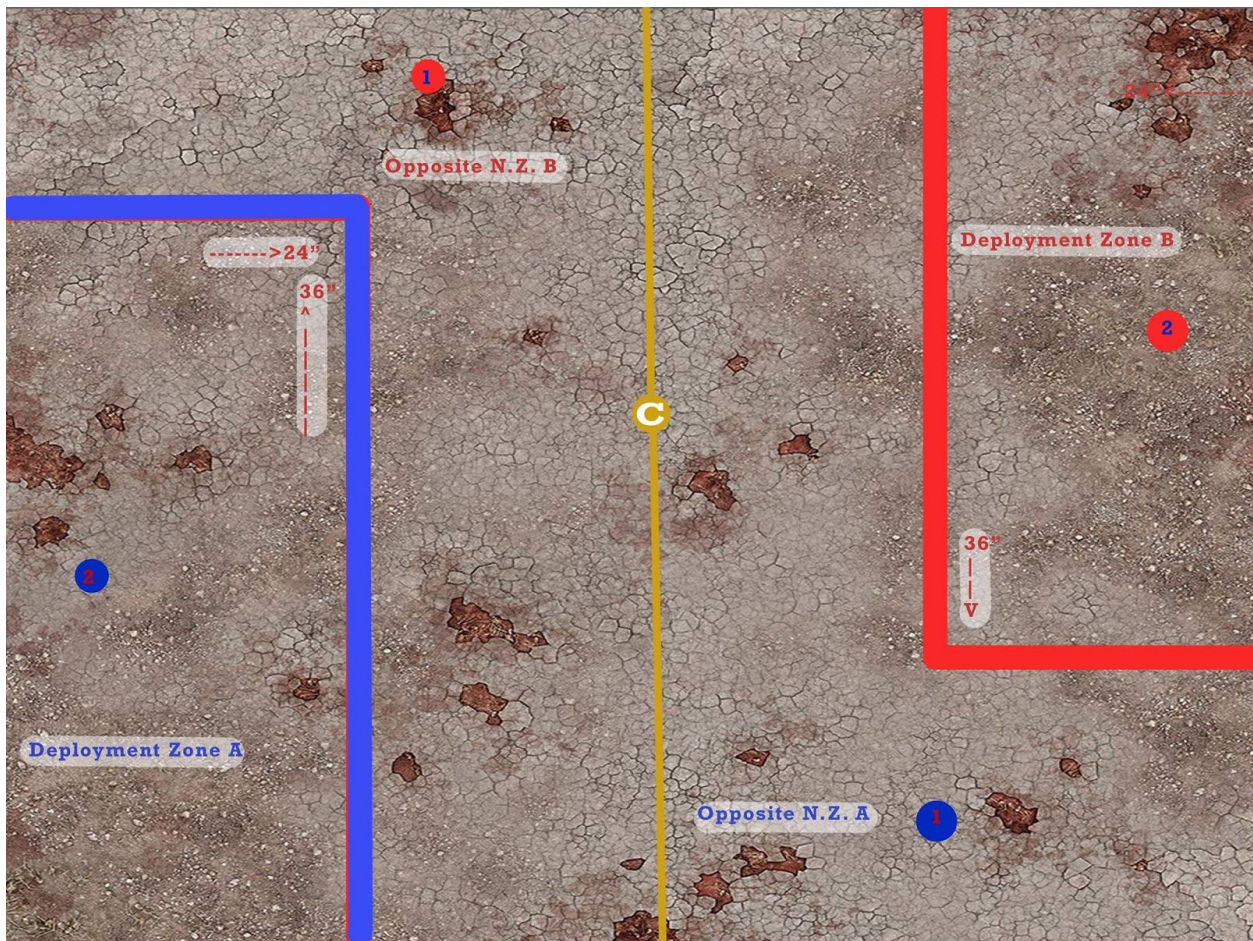
Points

- A. Mark 6 enemy units during game set up, score one point for each of those units killed (if enemy army is less than 6 units, units may be marked twice until 6 points are available). 1 point each. 6 points max per game
- B. Hold both neutral objectives at the end of your turn. 1 point per turn. 6 points max per game

Mission 3	1	2	3	4	5	6
Hold an Objective						
Hold More Objectives						
Hold both neutral objectives						
Destroy an enemy unit that started turn on an objective						
Destroy an enemy unit						
Kill a marked unit						
Designated Survivor Lives						
Enemy Designated Survivor Killed						



## Mission 4



Deployment Modified Hammer and Anvil

Objectives - Center, players place one in their deployment zone & one in opposite neutral zone

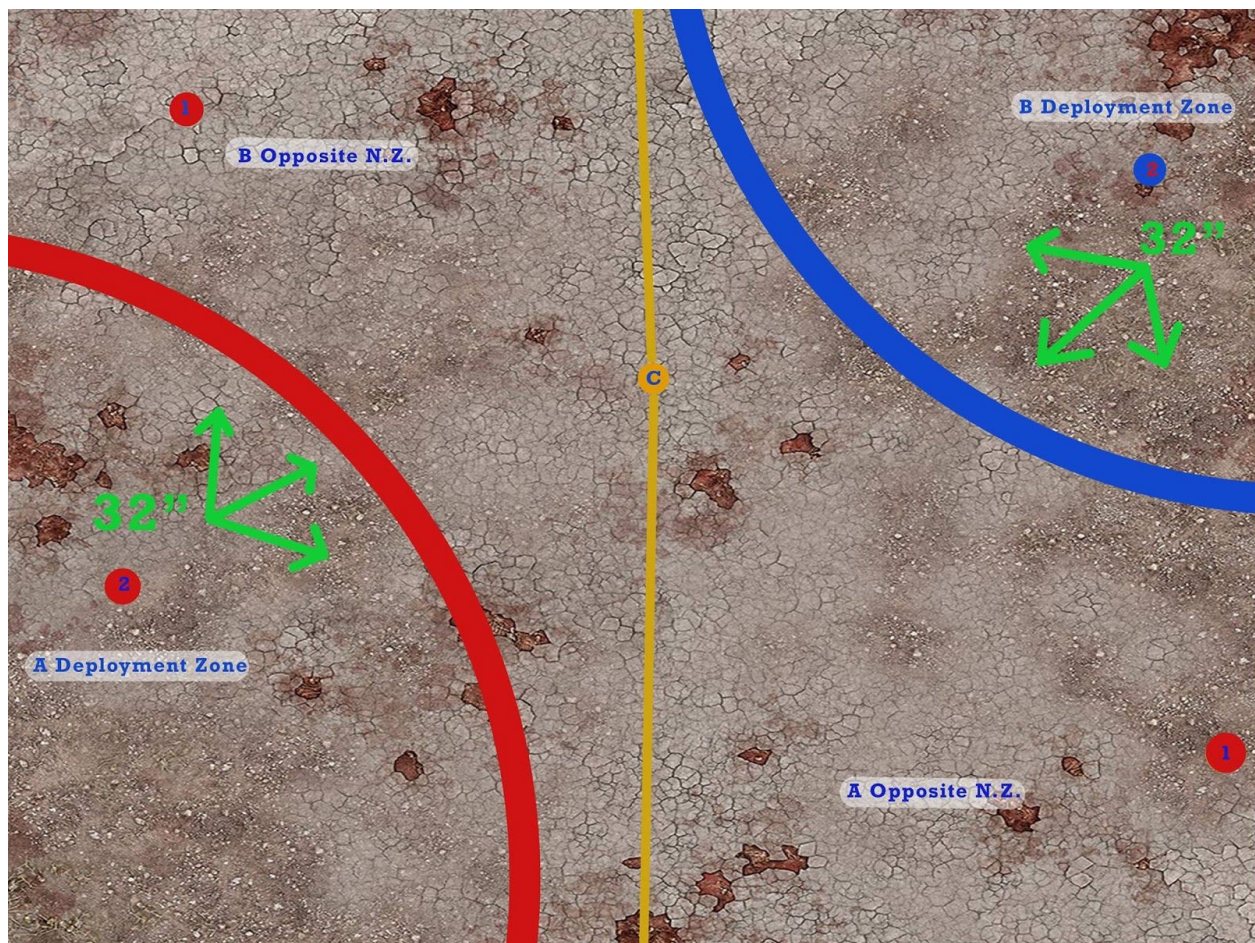
Points

- A. Kill an enemy troop unit on the table (if there are no enemy troops ON THE TABLE, score one point at the end of your turn automatically). 1 point per turn. 4 points max per game
- B. Hold the neutral objective you placed at the end of your turn. 1 ppt. 4 points max
- C. Hold the objective in your opponents deployment zone at the end of your turn. 1 ppt. 4 points max per game

Mission 4	1	2	3	4	5	6
Hold an Objective						
Hold More Objectives						
Hold the neutral objective you placed						
Hold the objective in your opponents deployment zone						
Destroy an enemy unit that started turn on an objective						
Destroy an enemy unit						
Kill an enemy troop unit on the table						
Designated Survivor Lives						
Enemy Designated Survivor Killed						



## Mission 5



Deployment - Opposite Corner Bubbles

Objectives - Center, Players place one in their deployment zone and one in the opposite N.Z.

Points

- A. Kill enemy characters, if your opponent does not have 4 characters mark enemy units until you have a total of 4 between characters and marked units. 1 point per kill. 4 points max per game
- B. Hold both of the objectives you placed. 1 point per turn. 4 points max per game
- C. Have a character on the center objective at the end of your turn. 1 point per turn. 4 points max per game

Mission 5	1	2	3	4	5	6
Hold an Objective						
Hold More Objectives						
Hold both Objectives you placed						
Have a character on the center objective						
Destroy an enemy unit that started turn on an objective						
Destroy an enemy unit						
Kill enemy characters or marked unit						
Designated Survivor Lives						
Enemy Designated Survivor Killed						

## FAQ

Why is the score card at the bottom color coded? The score cards at the bottom are color coded to help you know when these objectives are scored so that tallying points isn't taking up a large portion of your game time. Green objectives are scored at the end of your turn, and are all one point per turn. Yellow objectives are one point per round but can be done in your turn or your opponents. Orange are not limited by one per turn and just need to be done at some point before the game ends.

Can the designated Survivor be any model? Yes, any model may be chosen as the designated survivor but it must be on the board by the end of your 3rd turn and cannot leave again unless in death

What does opposite neutral zone mean? This means the section of the board that is not in either players deployment zone but farther away from your deployment zone. For example in mission 5, Player A would need to have his weak neutral objective to the right side of the center objective as his deployment zone is on the left. Another way to look at it is whichever side of the board your deployment zone is mostly in, your opposite neutral zone is the other side where your opponent is not deploying.

Do i really need to mark every unit that kills an enemy unit for mission 2? Yes

If a marked unit splits up after being marked do i have to kill every one of the new units? No, immediately upon splitting choose one of the new units created from the split, that is now your target

Do you use the ITC terrain rule for 1st level? No, there are no windows in our multi level buildings so there is no need to implement the rule

How does cover work for your event? We prefer to give cover whenever possible, IE if an infantry model is touching any piece of terrain it has cover. If for the most part another model is touching cover and is 50% obscured from the main portion of the shooting model it would also have cover(IE if your wing tip can fully see a tank hiding against a building but the main body of the plane barely sees it the the tank would have cover)