

# WARHAMMER<sup>®</sup>

## 40,000

### GRAND TOURNAMENT

**T**hank you for your interest in the Warhammer 40,000 Grand Tournament. On the pages that follow you'll find details of how the event will work. Please read them carefully, even if you've been to any of our other tournaments. If you've any general questions about the event then e-mail:

[GWTournaments@games-workshop.com](mailto:GWTournaments@games-workshop.com)

*Please note that responses from Hobby Specialists in Direct Sales are not official and are in no way binding.*

## Read this first!

Please look after your ticket! With this rules pack you will have received your entry ticket. Your entry ticket is your only means of access to the event. Due to the nature of this show, no replacements can be offered to any competitor who arrives at the show without a ticket.

## About this Rules Pack

This pack contains the full Grand Tournament rules. All of the rules and conventions and White Dwarf references are from US publications. All Tournament material will be published or presented in English, and no interpreters or translations can be provided. All judges' decisions will be final and any updates or clarifications will be published on our website: <http://us.games-workshop.com/news/events/>

Finally, the rules pack contains a provisional schedule for the two days. We reserve the right to amend this schedule at any given time and will inform you if any major changes are made. See you there!

## Important!

Competitors are advised that from the moment of entry into the event the decisions of all Judges, Referees and members of Games Workshop staff regarding the fair adjudication of the Tournament rules, and all issues of health and safety, are final. No discussions will be entered into once a decision is taken. This applies to rules adjudications, the scores applied for any category of the Tournament and any issues that require the co-operation of the competitors.

## How the Tournament works

- Competitors will participate in five (5) games.
- Each Round you will play a scenario and record the outcome of the battle on your Results Card. After each round you will play against a different opponent.
- In the first round, competitors will be matched randomly against an opponent. After that, competitors will be matched based on their points for Generalship.
- To match competitors by their Generalship scores we will rank them from the highest score to the lowest score.
- We will pair off the competitors from this ranked list. The two players in 1<sup>st</sup> and 2<sup>nd</sup> place will play each other; the players in 3<sup>rd</sup> and 4<sup>th</sup> place will play each other; the players in 5<sup>th</sup> and 6<sup>th</sup> place will play each other; and so on.
- Competitors can never play the same opponent twice; should this happen, a Referee will step in and sort things out so that the players face fresh opponents of a suitable calibre.
- Once your opponent has been determined you will be assigned a table.
- Each battle will be fought on a 6' by 4' table.
- Each table will be a battlefield with fixed and loose scenery.
- The event organisers will provide no other games equipment and the players must provide all other materials.

- You must bring along a copy of the latest edition of the rules, as well as copies of any material you will be using from White Dwarf magazine or any other publications.
- Each player has a special Results Card. Once you've finished your game, you must fill in the card and then hand it in at the judges' table.

## Ticket information

To go with this pack you will have an entry ticket. This ticket is your pass into the event on the day, so the best advice anyone can give you for this Tournament is... PLEASE LOOK AFTER YOUR TICKET!

The ticket has two parts: Games Workshop retains the lower part when you enter the building. The main part needs you to fill in your name as this will form your name badge. We will give you a plastic badge holder when you register to put your ticket in.

*Please note: the number on your ticket is your entry number.*

## Things you need to bring with you

Any gaming material you require to play, including:

- Your entry ticket
- Your painted miniatures
- Two copies of your Army Roster
- This rules pack
- Rulebooks and Supplemental texts
- Pen and paper
- Dice and templates
- Reference sheets
- Tape measure
- Superglue (accidents do happen!)

## Things you need to sort out for yourself

- Somewhere to sleep overnight.
- You will need to arrange for all your own meals while at the event.
- Some spending money.
- Transport to and from the event.

## Grand Tournaments held at Games Day

Select Grand Tournaments are held in conjunction with US Games Days. These events give players the best of both worlds with loads of exciting gaming and a chance to be part of the excitement of the biggest hobby event of the year!

When a GT is held at Games Day, the admission ticket provides entry into both events. The GT is held on Friday and Saturday, with Games Day on the Saturday. Every effort is made to have the schedule accommodate participation in both activities. If a GT is being held at a Games Day near you, be sure to take part!



## Schedule

### FRIDAY (Please note that there is no access until 7:00am.)

Start time	End time	Activity
7:00am	9:00am	Entry and registration
9:00am	9:15am	Tournament briefing
9:15am	9:30am	Knowledge Test
9:30am	12:00pm	Game Round 1
12:00pm	1:30pm	Lunch
1:30pm	4:00pm	Game Round 2
4:00pm	4:30pm	Afternoon break
4:30pm	7:00pm	Game Round 3

Following this game everyone must leave their armies out so the judges can select the finalists for Best Army.

Following this game you are free for the rest of the evening. Any additional activities (open gaming, seminars, etc.) will be announced at the event.

### SATURDAY (Please note that there is no access until 8:00am.)

Start time	End time	Activity
8:00am	9:00am	Arrival and table assignments
9:00am	11:30am	Game Round 4
11:30am	1:00pm	Lunch
1:00pm	3:30pm	Game Round 5
3:30pm	4:00pm	Break
4:00pm	4:30pm	Awards Ceremony
4:30pm		Hall closes

During lunch competitors will vote for the Best Army award.

## Deciding who wins the Tournament

The winner of the Grand Tournament will be the player who scores the most points in the categories described below. The points scored in each category will be added together, and the player with the highest total will be the winner. In the case of a tie, the winner will be the player who scored the most points in the Generalship category. If still tied, the prize will be awarded to the player who has scored the most Gaming Grade points. In addition to the overall winner we will also give out a number of other awards, which will be announced at the end ceremony.

### Generalship (0–100 points)

Generalship points are the main bulk of your scores over the weekend and are calculated based upon the outcome of each battle. You will need to work out the points after each battle and record them on your Results Card. The system is as follows:

Work out the game result as indicated by the scenario played.

Generalship points are awarded depending on the result:

Level of Victory	Victor Scores	Defeated Scores
Draw	10	10
Marginal Victory	13	7
Major Victory	17	3
Massacre	20	0

### Gaming Grade (0–20 Points)

We've included this category to encourage players to take part in the Tournament in the right spirit. Obviously, we deplore rude or unsporting behaviour and we hope that the points that can be earned in this category will discourage players from even thinking of acting in a way that will disrupt the enjoyment of the game. After each game you must *secretly* rate how you felt the game played, recording the result on your results card and handing in your card yourself. If in any doubt, tick the Good Game Box. One of the two boxes should be marked according to these guidelines:

**Good Game** Tick the Good Game box – this indicates that you felt the game matched many of the games you have enjoyed in the past. You both played in the right spirit and this ensured that you got just the sort of game you came to the Grand Tournament to experience. This should be the default selection.

**Poor Game** Tick the Poor Game box – this indicates that the game was a disappointment. The game was no fun at all primarily because excessive quibbling or aggressive interpretation of the rules disrupted it. This was a game you wish you hadn't played.

*Note: If no box is marked, the Round will be counted as a Good Game.*

The scoring for Gaming Grade will work like this:

At the beginning of the tournament you will have 20 Gaming Grade points. If you receive great game scores all weekend, then you will keep these points, which will be added to your final tournament score. However, if you receive any poor game scores, they may negatively affect your points as shown below:

No. of Poor Game Ticks	Points Penalty
1 or 2	0 points
3	-5 points
4	-10 points
5	-15 points

**Important Note:** This Tournament is all about playing great games, having fun, and playing in the right spirit. If the Referees suspect that a player is deliberately recording poor results without any justification the player may be disqualified. Please take this system seriously when scoring gaming grades.

### Force Painting & Selection/character (0–40 points)

Your opponents rate painting standards and overall composition of your forces. The system used is described below. In a nutshell, a player who brings along forces that are painted, based and characterful will pick up a lot of points in this category, while one who brings badly painted and non-themed forces will not!

- All miniatures in the Grand Tournament must be painted. Just being undercoated doesn't count. Players must call a Judge if their opponent is trying to use unpainted miniatures.
- Any unpainted miniatures will be removed from the table. There will be no exceptions.
- Armies are given marks for painting and character. Each category has its own set of criteria for determining the mark awarded. The system allows players to mark the armies that they see by following a set of guidelines. This should make their job easier and faster, and also allows players to gauge how well their forces should do in advance.
- Each opponent rates your army selection and painting before the game commences. The criteria are listed in the guidelines below.
- When judging a force, all of the models must fulfil the criteria. The presence of a single model that doesn't will compromise the score, even if everything else does conform to the standards requested. For example, a single model with an unpainted base would cancel the 'based' points for the entire army.
- Regarding selection, we are looking to reward the player who carefully constructs forces that conform to the rules of the Tournament but which also retain their own unique flavour and character.

### Special: Knowledge Quiz (0–20 points – Does Not Affect Overall Score)

At some point over the weekend you will be given a test paper and fifteen minutes to complete it. The paper will have 20 multiple-choice questions, which must be answered before the time limit is up. The paper will contain questions related to the rules and background of the game. Each correct answer is worth 1 point. The test is a 'closed book' affair, which means that you may not refer to any publication. No communication is allowed between players during the test.

This quiz does not affect your overall score, but will be used to determine a special award for those who demonstrate exceptional knowledge of the rules and background!



### Army Roster/Theme

When you arrive at the Tournament you must bring a copy of your Army Roster and Themed background for the Judges to refer to. You will be marked on Roster and Theme, by the Tournament Judges, according to the following guidelines.

- +6 Roster** The player has a full and clearly legible army roster with their force, including player name and entry number.
- +5 Themed** The player has themed the force, adding a piece of background text to the force roster which is clearly representative of the force itself and the particular theme the player is presenting. The background text is legible and between 200 and 600 words in length.

### Army Selection/Painting

Mark your opponent's force openly at the start of each game, during the warm-up period. You will give a mark for each army you face over the course of the Tournament. At the end of the Tournament each player's marks will be averaged, rounding as usual, to give a final mark. If your opponent disagrees with your scoring, a Referee will judge the matter. For instance a player scores 20, 21, 20, 27, 27. The final score will therefore be 23.

- +4 Painted** The forces are painted. All of the models have at least three colours painted onto them.
- +6 WYSIWYG** Every model conforms to the "What you see is what you get" requirement. This means that all models have the weapons and equipment that they are listed as carrying, and that no model is confusing to you when you look at it. Remember, all models must be Citadel models to begin with.
- +4 Based** All the bases are painted and textured in some manner. The baseline for texture is flock as a minimum. Black edges are acceptable, providing the tops are textured and painted.
- +5 Detailed** All of the models have had the details of the models painted in a variety of colours or with noticeable effects. This discriminates between the merely painted forces and the forces that have had attention paid to them.
- +5 Theme** The written theme of the army has been expressed visually.
- +5 Great** The army has been taken to that extra level (display base, amazing banners, etc.) Generally an army you can look at and instantly recognize as great.

### Best Army Award, The Championship and Using 'Bought' Armies

At every Tournament we give out an award for the Best Army. This is awarded to the forces that, in the opinion of a panel of Judges, are the best in terms of painting and character. In addition, a large portion of the Tournament points are based upon army selection and painting. We do this because our hobby is not just about playing games, but also collecting and painting armies. It's not uncommon now for players to use armies that include miniatures that they haven't painted themselves. This is not a problem. However, we do want to make sure that the Best Army award goes to the player who painted their forces themselves – the reward for the extra personal effort required to create and win with gorgeous forces. For this reason you'll be asked to indicate on the Results Card that comes with this pack whether you painted your forces yourself, or if you got someone else to do it for you.

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The way in which we have decided to address this is to instruct the Judges that they may not select the player's forces for Best Army voting if a player has declared that they did not personally paint them. It has no affect on your Tournament scores. This means that we can issue the accolade to the people who actually painted their armies. We ask all of the contestants to remain honest in their declaration.

The way the Best Army award will be given works in two steps:

1. The Judges pick a selection of armies for the Best Army vote. These forces are chosen for purely aesthetic and subjective reasons.
2. You will all be invited to vote for the Best Army on the second day of the Tournament. The most votes will win the award.

### Gaming Grade and Rules Questions

The primary purpose of our Tournament is to get together so that we can play our favourite game and meet other players who share our interests. Finding 'champion players' of our games is a by-product of this, and we're really much more interested in creating a quality gaming experience for all the people that take part, where they get to play lots of games and meet a whole bunch of new players.

We do understand that sometimes even the friendliest of players can lose their cool. The most common causes of friction in a game are questions about the rules of the game. Rules questions arise in most games because the huge number of variables involved in the game. This makes it just about impossible for the rulebook to cover every situation that might occur. On top of this, different people interpret the rules in different ways.

In order to avoid arguments we recommend that you refer to the appropriate rulebook as soon as a question arises. If the rules do not cover the situation, then roll a dice to decide what happens. In other words, a friendly dice roll should decide any question that cannot be answered by referring to the rules.

Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can check for yourself that everything is being done correctly. All we require is that you ask nicely and politely, and that you do your best to sort out any problems yourselves.

If you really want a Judge to sort out a rules question, then you are free to call one over, and our Judges may intervene if they see an argument. Be warned, however, that our Judges are under strict instructions to give players one of two answers to any question they are asked:

1. They will show you the rule in its relevant place in the rulebook or supplement.
2. They will instruct you to roll a D6 to sort out any rules problems not resolved by the above.

You should also note that the prime duty of our Judges is to make sure that the majority of players in the Tournament get a nice friendly game where winning is secondary to having a good time. Anyone who keeps on spoiling a game with picky rules questions or who consistently bends the rules in their favour will be asked to desist or suffer the consequences.

Judges will have a simple penalty system to adjudicate this kind of ruling:

**First Offense:** The player(s) and their player number(s) and name(s) are logged. This is a warning.

**Second Offense:** The player(s) and their player number(s) and name(s) are logged. Ten points (5%) will be taken from a player's Generalship totals.

The decision of the Senior Judge is final, and no discussion will be entered into. Arguing with the Senior Judge following a decision will be treated as an automatic Second Offense and a penalty will be assessed.

If following a Second Offense a player continues to argue, the Senior Judge reserves the right to expel the player from the Grand Tournament. No refunds will be made in this event.

## Rules of Engagement

### Army Roster

When you arrive at the Tournament you must bring a copy of your Army Roster for the Judges to refer to. You will require a second copy of the roster, which you should keep with you when you are playing. The best presented of your rosters should be the one that you keep with your miniatures – do not hand it in!

The roster must include all of the models in your army; their points value, the points value of any equipment, and must specify which models are carrying any extra equipment or special items.

It is important to remember that when you use a points limit in Warhammer 40,000 you can only spend up to the limit agreed – this means that in a 1850 points game you must spend 1850 points or less.

Please put your name and entry number on all copies of the roster.

Rosters will be randomly selected throughout the weekend and checked during the Tournament. If any mistakes are found, the results of all games in which the player has used the illegal list will immediately be changed to Massacres in favour of their opponents. This will apply even if the mistake is honest, so please double-check your roster before the Tournament.

### Army Selection

- No more than 1850 points may be spent on the army.
- Armies must follow the restrictions on army selection of their own Codex.
- Only the armies listed may be used in the Grand Tournament.
- All models used must be PAINTED Citadel miniatures of the appropriate type for the troops they represent.
- Minimum painting standards are three colours on each model in an appropriate scheme. Models should also be appropriately based. Suffice to say than an undercoat is not enough!
- Weapons, wargear options and upgrades chosen from the army list must be shown on the majority of the models in a unit.
- You may use converted Citadel miniatures to represent troop types that are not yet available.
- Non-Citadel miniatures are not permitted in the Grand Tournament and will be removed in the same way as unpainted miniatures.
- Conversions must begin as Citadel miniatures and contain a majority of Citadel miniature components. If you are in any doubt about the validity of your conversion please contact the Tournament organisers immediately.
- The rules to be used will be Warhammer 40,000 Revised Edition.
- Equipment detailed only in Forge World's Imperial Armour publications may not be used.
- A player who invents his/her own Chapter, Regiment etc. or uses an otherwise undetailed Games Workshop one is at liberty to use any appropriate Codex to represent it. Full WYSIWYG must be maintained and the player should make it crystal clear to his/her opponents what Codex the army is using. An example of what is not permissible is a player who uses models that look like one recognised Chapter whilst using the Codex of another one.

## Selecting an Army

The army you use must be selected from those listed below. Only those options listed in the Codex may be used. Additional material from White Dwarf and Chapter Approved may be used as long as it is listed as Official. No Trial or Optional rules are permitted. If you have any doubts then please contact the Events team for clarification as it is your responsibility to ensure you are using a valid army. If an option isn't listed here it is because it cannot be used so please don't assume it is just an oversight.

In all cases use the most up to date Codex available unless its official

release date is a month or less before the next round you are scheduled to play in, in which case the older version should be used.

Special characters may be used, subject to the restrictions detailed in the Codex. However if the restriction states that opponents consent is required then you may not use the Special Character.

Remember that you will be penalized if your list is in error so please check them very carefully.

## The armies permitted are as follows:

### Chaos Space Marines

- *Codex Chaos Space Marines*
- Specific Traitor Legions as defined in the Books of Chaos section of the Codex are permitted (Death Guard, Thousand Sons, etc.)
- *Codex Eye of Terror (Lost and the Damned)*

### Dark Eldar

- *Codex Dark Eldar 2nd Edition*

### Eldar

- *Codex Eldar*
- *Codex Eldar Craftworld*
- *Codex Eye of Terror (Ultrawave Strike Force)*

### Forces of the Inquisition

- *Codex Daemonhunters*
- *Codex Witch Hunters*
- Inquisitorial armies may take Space Marine and Imperial Guard allies as defined by the army list in question.

### Imperial Guard

- *Codex Imperial Guard* – Doctrines may be used. If using a regiment with defined Doctrines in the Codex (i.e. Tallarns, Mordians, etc.) these Doctrines must be used.
- Imperial Guard Armored Companies (*White Dwarf 294*) are permitted. This is the only version of this list that is allowed, previous versions from Chapter Approved are not permitted.
- Imperial Guard armies may take Inquisitorial allies as defined in *Codex Daemonhunters* or *Codex Witch Hunters*.

### Necrons

- *Codex Necrons*

### Orks

- *Codex Orks*
- Ork Klans (*White Dwarf 289*)
- Feral Orks from *Chapter Approved* are permitted
- *Codex Armageddon (Speed Freaks)*
- Speed Freak Warboss on Warbike (*White Dwarf 269*) is permitted

### Space Marines

- *Codex Space Marines* – Traits may be used. If using a Chapter with defined Traits in the Codex, those must be used.
- Chapters with their own Codex (i.e. Blood Angels, Dark Angels, Space Wolves, etc.) use their own Codex in conjunction with *Codex Space Marines*. Errata on using these books in conjunction can be found on Games Workshop's website. You may use a Chapter of your own creation using one of the variant Codex books, but if you do so, you must make sure that your opponent is not misled in any way and that they are clearly aware of the rules being used.
- *Codex Black Templars* must be used for Black Templar armies and those rules can be used to represent Crusader forces (again, opponents must be clearly aware of this).
- Space Marine armies may use Inquisitorial allies as defined in *Codex Daemonhunters* or *Codex Witch Hunters*.
- Deathwatch Kill Teams (*White Dwarf 305*) are permitted.
- *Codex Eye of Terror (13th Company)*

### Tau

- *Codex Tau Empire*
- Kroot Mercenary armies from *Chapter Approved* are permitted

### Tyrannids

- *Codex Tyrannids*

## Battles

The Tournament consists of five (5) games. The time limit for each game is two and a half (2.5) hours.

### Strategy Rating

When a Strategy roll is called for, players roll a number of D6 equal to their Strategy Rating and then pick the highest result. The player with the highest result gets to choose the mission.

Strategy Ratings of the different armies in Warhammer 40,000 are as follows:

Army	Strategy Rating
Space Marines	3
Witch Hunters	3
Daemonhunters	3
Craftworld Eldar	3
Necrons	3
Chaos Space Marines	2
Dark Eldar	2
Imperial Guard	1
Tyrannids	1
Orks	1
Tau	1
Other army (Roll a D6)	1-3 = 1 4-5 = 2 6 = 3

### Choose a Mission

There are a total of five standard missions to choose from. All of these missions use the standard Force Organisation chart. Roll D6 and consult the table below:

D6	Roll Mission
1	Cleanse
2	Secure and Control
3	Seek and Destroy
4	Recon
5	Take and Hold
6	Mission chosen by the player that wins the Strategy roll.

### Mission Special Rules

Once a mission is chosen, roll on the table below to determine which scenario special rules will be used.

D6	Special Rules
1 to 3	Gamma
4 to 6	Omega

All special rules can be found on page 84 of the Rulebook.

### Scoring Units

This concept is central to all the mission objectives. Not all units count for this purpose but those that do count for such objectives are called Scoring Units. Achieving these objectives will score you Victory Points. See the Victory Points table to see what counts as Scoring Units.

### Deploy Forces

When deploying units or rolling for their arrival, the contents of one box on the Force Organisation chart is considered to be a single entity. In practice, a single choice on the chart may be several units. It might be a squad and their transport vehicle, an Imperial Guard infantry platoon

consisting of a HQ squad and five infantry squads, or a brood of three Tyranid Zoanthropes. When deploying a single chart choice, the units that make up that choice may deploy separately from one another if you wish. When a single chart choice arrives from reserve, the units may similarly arrive separately from one another. Thus a squad does not have to arrive in its transport vehicle if you do not wish it to.

When deploying a unit or independent character on the table, you may specify that it is being placed inside a transport vehicle, subject to them being valid as passengers (see Vehicle rules).

When deploying an independent character on the table, you may specify that it starts the game already with a unit and place it in coherency with it.

When deploying, players alternate placing units, and then alternate placing Infiltrators. When all units are deployed, any that are entitled to a move before the game starts will make a move.

**A note on secrecy:** Your opponent can inspect your army roster, including asking you what is in each transport vehicle.





## VICTORY POINTS

UNIT TYPE	CONDITION AT THE END OF THE GAME	DOES THE UNIT COUNT AS A SCORING UNIT?	WHAT VPs DOES THE OPPONENT GET?
<b>Non-vehicle unit*</b>	At least 50% strength	Yes	None
	Less than 50% strength	No	1/2 points value
	Destroyed, off-table or Falling Back	No	Full points value
<b>Vehicle</b>	Mobile	Yes	None
	Immobile	No	1/2 points value
	Wrecked, Exploded or Annihilated	No	Full points value
<b>Dedicated Transport vehicle</b>	Mobile	No	None
	Immobile	No	1/2 points value
	Wrecked, Exploded or Annihilated	No	Full points value
<b>Vehicle Squadron</b>	At least 50% mobile	Yes	None
	Less than 50% mobile	No	1/2 points value
	All Wrecked, Exploded or Annihilated	No	Full points value
<b>Independent character</b>	Unwounded	No	None
	Wounded	No	1/2 points value
	Dead, Off-table or Falling Back	No	Full points value
<b>Artillery Unit</b>	At least 50% strength	Yes	None
	Less than 50% strength or all guns destroyed	No	1/2 points value
	Destroyed, off-table or Falling Back	No	Full points value

*\*Note: If any non-vehicle units include multi-Wound models, count wounds, not models, to determine if a unit is above/below 50% strength.*

## MARGIN OF VICTORY

Comparing the total Victory Points you scored against your opponent's determines the margin of victory (or defeat).

A difference of less than 150 points is a Draw. Anything greater is a win for the player with the highest Victory Point total. A difference of more than 150 points and up to 750 points is a Solid Victory. A difference of more than 750 and up to 1200 is a Crushing Victory. A difference of more than 1200 points is a Victorious Slaughter!

The chart below summarizes these differences for the most common points limits.

In tournaments, the margin of victory may be used to determine how many Tournament Points each player scores. In a campaign, the scale of victory may result in different outcomes.

For these purposes it is useful to define further categories based on the margin of victory.

GAME POINTS		TOURNAMENT POINTS	
Margin of Victory	Result	Winner	Loser
0-180	Draw	10	10
181-925	Solid Victory	13	7
926-1480	Crushing Victory	17	3
1481+	Victorious Slaughter!	20	0

**HOW TO USE THIS CHART:** Find the difference in Victory Points between the two players. Cross-reference with the 'Result' column to find out the margin of victory. For example, if a game ends with a difference of 472 points between the players, the result is a Solid Victory.



## CLEANSE

### OBJECTIVE: TABLE QUARTERS

Both forces are seeking to clear the enemy from the area. This is achieved by controlling table quarters. The table is divided into four areas formed by drawing horizontal and vertical lines through the centre point. A 6'x4' table would have four 3'x2' quarters.

To control a table quarter there must be NO scoring enemy units and at least one scoring unit of your own in the quarter. A unit can only occupy one table quarter – if it is spread over more than one quarter, roll randomly to see which it is in.

You score Victory Points both for enemy models damaged, wounded or destroyed as detailed above, and also for the number of table quarters you control.

- The table quarter your army deployed in is worth no Victory Points.
- The table quarters that are adjacent to your army's deployment zone are each worth 25% of the game's points limit.
- The table quarter that the enemy deployed in is worth 50% of the game's points limit.

Thus in a 1,500 point game, your army scores 0 for its own quarter, 375 for each adjacent quarter and 750 for the enemy's quarter. The opposite of course is true for the enemy army.

**GAME LENGTH:** *The game lasts for 6 turns.*

*Both sides are attempting to sweep the area clean of opposing troops. Roving forces should be on the lookout to seek and destroy any enemies they encounter.*

### SCENARIO SPECIAL RULES

Gamma: Infiltrate, Deep Strike, Dusk & Dawn, Victory Points

Omega: Escalation, Concealment, Infiltrate, Deep Strike, Dusk & Dawn, Victory Points, Random Game Length

### SET-UP

- 1 Divide the board into four quarters. Both players roll a dice, highest score picks which quarter to deploy in. The other player's deployment zone is the opposite quarter.
- 2 Starting with the player that scored lowest, the players take it in turns, deploying a unit at a time until both armies are fully deployed. Units are deployed in the following order: Heavy Support, Troops, Elites, HQ, Fast Attack.  
No unit can be deployed within 18" of the enemy or within 6" of the centre of the table at the start of the game.
- 3 Roll a D6. Highest score may choose whether to go first or second.

## SECURE AND CONTROL

*The battlefield is strewn with discarded equipment, wounded comrades, supplies and the other detritus of war that, for various reasons, you wish to recover. You must fight off the enemy while scouring the field to secure as much plunder as you can.*

### OBJECTIVE: LOOT

The items to be secured are represented by a total of D3 +2 Loot counters. Each player alternates placing a Loot counter until they are all on the table. Toss a coin to see who places a counter first. A counter may not be placed in impassable terrain, nor may one be placed within 12" of a table edge or another counter.

At the end of the game you control a Loot counter if there is at least one of your scoring units, and no enemy scoring units, within 6" of it.

You score Victory Points for destroying enemy units and, in addition, each Loot counter you hold at the end of the game is worth 375 points.

**GAME LENGTH:** The game lasts for 6 turns.

### SCENARIO SPECIAL RULES

Gamma: Infiltrate, Deep Strike, Dusk & Dawn, Victory Points

Omega: Escalation, Concealment, Infiltrate, Deep Strike, Dusk & Dawn, Victory Points, Random Game Length

### SET-UP

- 1 Place Loot counters on the battlefield as described in Mission Objective.
- 2 Both players roll a dice, the winner chooses which of the long table edges to deploy in. His opponent gets the opposite deployment zone, so both forces start along opposite long board edges.
- 3 Starting with the player that scored highest, the players take it in turns deploying a unit at a time in their deployment zone, until all their available models are on the tabletop. No unit may be deployed more than 12" from their own long table edge. Players must deploy their units in the following order – Heavy Support first, then Troops, followed by Elites, HQ and finally Fast Attack.
- 4 Roll a D6. Highest score may choose whether to go first or second.

## SEEK AND DESTROY

*There is only one objective in war – find your enemy, crush him utterly and take away his means to mount further resistance. The enemy must be sought out and eliminated; no prisoners, no mercy.*

### OBJECTIVE: ANNIHILATION

You score Victory Points for destroying enemy units and, in addition, score Victory Points equal to the points value of each scoring unit you have left at the end of the game. This means that you must destroy as many of the enemy as possible, while avoiding heavy losses yourself.



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Omega: Escalation, Concealment, Infiltrate, Deep Strike, Dusk & Dawn, Victory Points, Random Game Length

### SET-UP

- 1 Both players roll a dice, the winner chooses which of the long table edges to deploy in. His opponent gets the opposite deployment zone, so both forces start along opposite long board edges.
- 2 Starting with the player that scored lowest, the players take it in turns deploying a unit at a time in their deployment zone, until all their available models are on the tabletop. No unit may be deployed within 24" of the enemy or more than 15" from their own long table edge. Players must deploy their units in the following order – Heavy Support first, then Troops, followed by Elites, HQ and finally Fast Attack.
- 3 Roll a D6. Highest score may choose whether to go first or second.

**GAME LENGTH:** The game lasts for 6 turns.



## RECON

*Both sides are attempting to punch through enemy lines to establish forward positions and probe the enemy's strength in preparation for a major attack.*

### OBJECTIVE: ENEMY LINES

Both players must attempt to get units into the enemy deployment zone and overrun their lines.

You score Victory Points equal to the points cost of those scoring units entirely in the enemy deployment zone, in addition to Victory Points for destroying enemy units.



**GAME LENGTH:** *The game lasts for 6 turns.*

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Gamma: Infiltrate, Deep Strike, Dusk & Dawn, Victory Points

Omega: Escalation, Concealment, Infiltrate, Deep Strike, Dusk & Dawn, Random Game Length, Victory Points

### SET-UP

- 1** Both players roll a dice, the winner chooses which of the long table edges to deploy in.  
His opponent gets the opposite deployment zone, so both forces start along opposite long board edges.
- 2** Starting with the player that scored lowest, the players take it in turns deploying a unit at a time in their deployment zone, until all their available models are on the tabletop. No unit may be deployed within 24" of the enemy or more than 15" from their own long table edge. Players must deploy their units in the following order – Heavy Support first, then Troops, followed by Elites, HQ and finally Fast Attack.
- 3** Roll a D6. Highest score may choose whether to go first or second.



# TAKE AND HOLD

## OBJECTIVE: FIELD OF BATTLE

The centre of the battlefield must be secured. You score Victory Points for destroying enemy units and, in addition, score Victory Points equal to the points value of each of your scoring units entirely within 12" of the centre point at the end of the game.



**GAME LENGTH:** The game lasts for 6 turns.

*You have to secure the battlefield prior to the arrival of much greater numbers of friendly troops for a decisive battle. The enemy are known to be moving with similar intent. You are the spearhead – smash the enemy aside, take the high ground and await reinforcements.*

## SCENARIO SPECIAL RULES

Gamma: Infiltrate, Deep Strike, Dusk & Dawn, Victory Points  
Omega: Escalation, Concealment, Infiltrate, Deep Strike, Dusk & Dawn, Random Game Length, Victory Points

## SET-UP

- 1 Both players roll a dice, the winner chooses which of the long table edges to deploy in.  
His opponent gets the opposite deployment zone, so both forces start along opposite long board edges.
- 2 Starting with the player that scored highest, the players take it in turns deploying a unit at a time in their deployment zone, until all their available models are on the tabletop. No unit may be deployed more than 12" from their own long table edge. Players must deploy their units in the following order – Heavy Support first, then Troops, followed by Elites, HQ and finally Fast Attack.
- 3 Roll a D6. Highest score may choose whether to go first or second.

