

MISSION PACK

ARMY CONSTRUCTION

Armies must be selected to at most 1850 points.

Players will use a single army list for all missions. All up to date sources¹ are permitted. No requirements or constraints are placed on detachments or force organizations. Forge World units and armies eligible for standard *Warhammer 40,000* are permitted.

Models need not be painted, but objective painting scores will be applied to reward finished armies.

Models must be WYSIWYG, but identifiable and thoughtful conversions are welcome. Contact the tournament organizer(s) beforehand about any uncertain models. "Counts-as" proxies and undistinguishable or confusing stand-ins are not permitted.

SUPPORTING MATERIALS

You must have an official, legal, complete physical or digital copy on hand for all army, unit, and other sources you are using. You should bring printed copies of relevant pages of any electronic sources. Don't forget errata and FAQs for your sources.²

You must bring any dice, templates, and markers you need to facilitate playing your army, as well as five typed copies of your army roster with points listed.

SCORING

Match results are determined by scoring primary, secondary, and tertiary objectives as given for each mission. The winner is the player with more victory points at game end. The players draw if they have earned equal victory points. No more than 20 victory points may be earned per mission toward the standings, though any additional victory points do count toward determining match results.

Pure competition standings, i.e., the Best General prize(s) if awarded, are determined first by win/draw/loss records and then the sum total victory points earned across all three missions.

Overall tournament rankings and the primary prize(s) are based on points earned toward a maximum of 100 available for the day:

- 60 points for match results
- 25 points for painting and craftsmanship
- 15 points for sportsmanship

Match results are a simple sum of the victory points earned in each mission, up to 20 points each.

Painting and craftsmanship is scored objectively by the judge(s) applying this rubric to the armies:

- All models assembled and primed: +5 pts
- All models three-color minimum: +5 pts
- All models based (paint/flock): +5 pts
- Advanced painting techniques present (washes, drybrushing, etc): +5 pts
- Advanced basing techniques present: +5 pts

Sportsmanship scores include two components:

- The sum of sportsmanship scores given after each mission (9 pts available).
- Players ranking their opponents by most enjoyable to play (6 pts available).

Please make sure to submit sportsmanship scores as appropriate, including the final ranking, as otherwise it impairs your opponents' overall scores!

¹Partial list maintained by Redcap's Corner and PAGE: <http://bit.ly/1uWkFHz>

²Available from Games Workshop: <http://www.games-workshop.com/Rules-Errata>

COMMON RULES

The following rules are to be applied in each mission of this packet.

STARTUP SEQUENCE

Each mission will use the following setup process:

- Clarify terrain and exchange lists
- Determine warlord traits, then psychic powers, and then other pre-game effects and choices
- D6 roll off to select deployment zones
- Place primary objective markers
- D6 roll off to choose first or second deployment
- Deploy main armies in that order
- Deploy any Infiltrators (pg. 167)
- Secretly choose and record secondary objectives from the options listed for the mission
- Make any Scout redeployments (pg. 171)
- Reveal secondary objectives
- First to deploy chooses to play first or second
- Seize the Initiative roll, if desired

TERTIARY OBJECTIVES

Both players apply all of the following tertiary objectives in each mission. No more than 5 total victory points may be earned by a player across all of the tertiary objectives.

- *Victory Through Attrition.* Score 1 victory point for every 2 unsaved hull points or wounds suffered by an opposing superheavy vehicle or gargantuan creature through any means, including explosions and other indirect effects. These points are earned at the end of any phase in which such damage occurs, and thus include any repaired or regenerated later.
- *Slay the Warlord.* If the opposing army has a Lord of War character or a Warlord of any type and either has been removed as a casualty or is falling back at the end of the game, score 2 victory points.
- *Linebreaker.* Score 2 victory points if a model from any friendly scoring unit is completely within 12" of your opponent's table edge.
- *First Blood.* As defined on page 133 of the main *Warhammer 40,000* rulebook.
- *Special Conditions.* Any unit, faction, formation, or other special rules granting victory points to either player are considered tertiary objectives and are included within the 5 point cap.

MISSION RULES

Standard objective placement constraints apply unless noted otherwise by a specific mission.

The following special rules are applied to each mission, in addition to any given by the mission definition or otherwise specified, e.g., for a particular table.

Easy Recon. Players add +1 to their roll to choose first or second deployment for each superheavy vehicle or gargantuan creature in the opposing army.

Reserves. As defined on page 135 of the main *Warhammer 40,000* rulebook.

Seize the Initiative. As defined on page 132 of the main *Warhammer 40,000* rulebook.

Variable Game Length. As defined on page 133 of the main *Warhammer 40,000* rulebook.

All In. Units/models in reserve at game end count as completely destroyed/removed as a casualty.

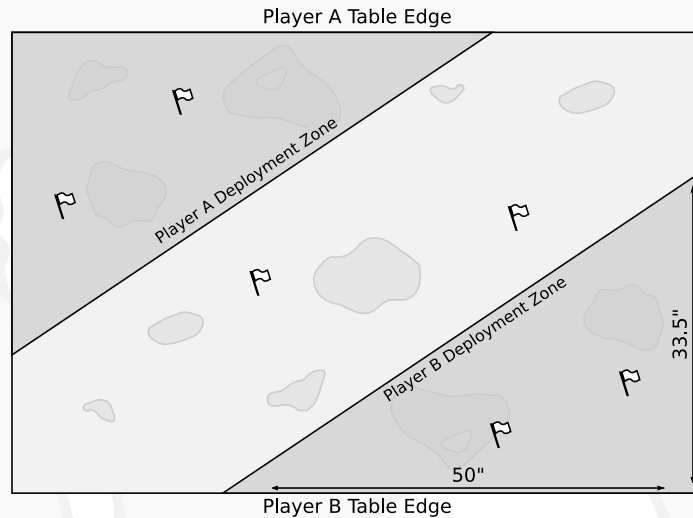
TABLE SETUP GUIDE

The following illustrations are just guides to aid understanding; consult the mission writeups for details.

MISSION 1: GRIND

MISSION 2: BREAKDOWN

MISSION 3: THE MAELSTROM



MISSION 1: MADNESS

TABLE SETUP

After determining deployment zones, place five primary objective markers: One at the center of the table worth 3 victory points; two more 18" from the short table edges and 24" from the long table edges worth 2 points each; and two 36" from the short table edges and 12" from the long table edges worth 1 point each.

MISSION SPECIFIC RULES

The following mission specific rules apply, in addition to those applied to all missions in this pack.

Strike Force. All Fast Attack units have the Objective Secured rule, as defined on page 122 of the rulebook.

SCORING

This mission is scored by objectives achieved, as follows.

Primary Objectives. Each primary objective marker is worth their respective value given above.

Secondary Objectives. After deployment, both players simultaneously choose and then reveal a single secondary objective for themselves from the list below. Any necessary selections are chosen and then revealed with the objective unless noted otherwise. No more than 6 victory points may be earned via any secondary.

- *Seize Ground.* Choose two terrain pieces not in your deployment zone. Do not declare these now, but do secretly record your selection unambiguously! Reveal these at game end and score 3 victory points for each piece that you control, treating them as objective markers. Note that this means a single unit cannot claim both a primary objective marker and a terrain piece simultaneously.
- *Seek and Destroy.* Choose and declare a Battlefield Role other than Troop. Score 2 victory points for each enemy unit of this role completely destroyed or falling back at the end of the game.
- *Assassinate.* Score 1 victory point for each opposing character model removed as a casualty or falling back at the end of the game. Note that this is not limited to just independent characters.

Tertiary Objectives. As given in the overall Common Rules section of this packet.

MISSION 2: FORCED MARCH

The armies begin the long maneuvers from their drop sites to the targets of their campaign.

TABLE SETUP

Deployment zones are **Hammer and Anvil**, as defined on page 131 of the main rulebook (24" short edges).

In each of the four table corners place a primary objective marker 12" from both of the table edges of that corner. Place a fifth primary objective marker at the center of the table.

MISSION SPECIFIC RULES

The following mission specific rules apply, in addition to those applied to all missions in this pack.

The Longest Day. After Turn 4 roll a D6; on a 4+ all units have Stealth for the remainder of the game. Do this again after Turn 5 if it did not take effect. This rule automatically takes effect after Turn 6.

SCORING

This mission is scored by objectives achieved, as follows.

Primary Objectives. At the conclusion of the game, players score 1 victory point for each objective they control in their own deployment zone and 2 points for the marker at table center. Players earn 3 additional victory points if they control one marker in the enemy deployment zone, and 5 points if they control both.

Secondary Objectives. After deployment, both players simultaneously choose and then reveal a single secondary objective for themselves from the list below. Any necessary selections are chosen and then revealed with the objective unless noted otherwise. No more than 6 victory points may be earned via any secondary.

- *Control the Field.* Each table quarter in which you have a scoring unit and your opponent does not, or you have an Objective Secured Unit and your opponent does not, is worth 2 victory points.
- *Seek and Destroy.* Choose and declare a Battlefield Role other than Troop. Score 2 victory points for each enemy unit of this role completely destroyed or falling back at the end of the game.
- *Meatgrinder.* Score 1 victory point for each opposing Troop unit destroyed or falling back at game end.

Tertiary Objectives. As given in the overall Common Rules section of this packet.

MISSION 3: INTO THE MAELSTROM

Now deep into the conflict, plans and strategies begin to fall apart.

TABLE SETUP

Deployment zones are **Vanguard Strike**, as defined on page 131 of the main *Warhammer 40,000* rulebook. Vanguard Strike may be approximated by deploying within a 33.5" x 50" table corner triangle. The player that wins the zone roll off may pick any of the four corners, and the other player takes that diagonally opposite.

After determining deployment zones, roll off on D6 and in that order alternate placing objective markers. Each player must place their first marker in their opponent's deployment zone, their second in neither zone, and their third in their own deployment zone. Label these markers 1 through 6, in any fashion.

Both players receive their own table of tactical objectives, attached.

MISSION SPECIFIC RULES

At the start of each of your turns, do the following until you have 3 tactical objectives in play: Roll a D66 and consult your tactical objective table. If that objective is already in play for you, has been achieved, or is scratched off, roll again. Similarly, if that objective would be provably impossible to score, e.g., your opponent has no characters remaining, roll again. Once a valid objective has been rolled, mark it as in play.

Targets cannot be nominated or chosen for a tactical objective marked with a † that have already been chosen for a † objective you have in play.

At the end of your turns, check the requirements for each tactical objective you have in play. For each fixed-value objective met, mark it as achieved and score the associated value in *tactical points* (n.b.: not *victory points*). Tactical objectives with a value of X may be kept in play as long as you wish. At the end of your any of your turns while in play they may be marked as achieved and scored as indicated. Once achieved, objectives are no longer considered in play and cannot be put in play or scored again.

Multiple objectives can be scored in a turn, caveat that you cannot achieve multiple tactical objectives with the same exact title in the same turn using the same marker(s) or unit(s). E.g., to score both Storm objectives at once, you would need to simultaneously control two separate markers in the enemy deployment zone.

At the end of your turn you may scratch out one of your tactical objectives in play to remove it from play.

Tactical objectives in play, achieved, and scratched out are not secret.

SCORING

This mission is scored by objectives achieved, as follows.

Primary Objectives. At game end, compare tactical points earned through tactical objectives achieved and award victory points to the higher and lower scorer as follows:

Difference	0	1–2	3–4	5–6	7	8+
Victory Points	4 / 4	5 / 4	6 / 3	7 / 2	8 / 1	9 / 0

Secondary Objectives. After deployment, both players simultaneously choose and then reveal a single secondary objective for themselves from the list below. Any necessary selections are chosen and then revealed with the objective unless noted otherwise. No more than 6 victory points may be earned via any secondary.

- **Break Their Back.** At game end, each enemy unit that has been eliminated, is falling back, or has at most 25% of its starting models remaining is broken. Earn 2 victory points per quartile if at least 25%, 50%, and 75% of your opponent's army by units is broken.
- **Hold the Field.** At game end, earn 2 victory points for every 2 primary objectives held.

Tertiary Objectives. As given in the overall Common Rules section of this packet.

TACTICAL OBJECTIVES

#	In Play	Achieved	Value	Title	Requirement
1-1	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 1	Control marker #1.
1-2	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 2	Control marker #2.
1-3	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 3	Control marker #3.
1-4	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 4	Control marker #4.
1-5	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 5	Control marker #5.
1-6	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 6	Control marker #6.

2-1	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 1	Control marker #1.
2-2	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 2	Control marker #2.
2-3	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 3	Control marker #3.
2-4	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 4	Control marker #4.
2-5	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 5	Control marker #5.
2-6	<input type="checkbox"/>	<input type="checkbox"/>	1	Capture 6	Control marker #6.

3-1	<input type="checkbox"/>	<input type="checkbox"/>	1	Advance	Control a marker outside both deployment zones.
3-2	<input type="checkbox"/>	<input type="checkbox"/>	1	Advance	Control a marker outside both deployment zones.
3-3	<input type="checkbox"/>	<input type="checkbox"/>	2	Storm	Control a marker in your opponent's deployment zone.
3-4	<input type="checkbox"/>	<input type="checkbox"/>	2	Storm	Control a marker in your opponent's deployment zone.
3-5	<input type="checkbox"/>	<input type="checkbox"/>	2	Defend	Control all markers in your deployment zone; cannot score Turn 1.
3-6	<input type="checkbox"/>	<input type="checkbox"/>	2	Defend	Control all markers in your deployment zone; cannot score Turn 1.

4-1	<input type="checkbox"/>	<input type="checkbox"/>	1	Take The Center	Have a non-vehicle scoring unit wholly within 6" of table center while your opponent has no scoring units even partially in the same.
4-2	<input type="checkbox"/>	<input type="checkbox"/>	1	Stand The Wall	At least 3 of your scoring units are within 12" of your table edge and your opponent does not have any in the same; cannot score Turn 1.
4-3	<input type="checkbox"/>	<input type="checkbox"/>	1	Break-through	At least 2 of your scoring units are within 12" of your opponent's table edge; cannot score Turn 1.
4-4	<input type="checkbox"/>	<input type="checkbox"/>	2	Secure The Perimeter	Have a non-vehicle scoring unit in a table quarter in which your opponent does not have a scoring unit; cannot score Turn 1.
4-5	<input type="checkbox"/>	<input type="checkbox"/>	2	Seize Momentum	Control at least two more markers than your opponent.
4-6	<input type="checkbox"/>	<input type="checkbox"/>	3	Clear A Path	Control at least one marker in both deployment zones and at least one marker outside both.

Tactical objectives with a value of X may be kept in play as long as you wish. At the end of your any of your turns while in play they may be marked as achieved and scored as indicated.

Targets cannot be nominated or chosen for a tactical objective marked with a † that have already been chosen for a † objective you have in play.

Multiple tactical objectives with the exact same title cannot be achieved at the same time using the same markers or opposing units.

#	In Play	Achieved	Value	Title	Requirement
5-1	<input type="checkbox"/>	<input type="checkbox"/>	X	Frontfield †	When first put in play, choose a marker in your opponent's deployment zone. At the end of your turns while in play, mark one of these boxes if you control that objective: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 tactical point for each marked box.</i>
5-2	<input type="checkbox"/>	<input type="checkbox"/>	X	Midfield †	When first put in play, choose a marker in neither deployment zone. At the end of your turns while in play, mark one of these boxes if you control that objective: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 tactical point for each marked box.</i>
5-3	<input type="checkbox"/>	<input type="checkbox"/>	X	Backfield †	When first put in play, choose a marker in your deployment zone. At the end of your turns while in play, mark one of these boxes if you control that objective: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 tactical point for each marked box.</i>
5-4	<input type="checkbox"/>	<input type="checkbox"/>	X	Conqueror †	When first put in play, your opponent nominates two markers, of which you choose one. At the end of your turns while in play, mark a box if you control that objective: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 tactical point for each marked box.</i>
5-5	<input type="checkbox"/>	<input type="checkbox"/>	X	Defender †	When first put in play, you nominate two markers, of which your opponent chooses one. At the end of your turns while in play, mark a box if you control the chosen objective: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 tactical point for each marked box.</i>
5-6	<input type="checkbox"/>	<input type="checkbox"/>	X	Warrior	When first put in play, your opponent nominates 3 of their units. Mark a box whenever one of those units is removed from play: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 2 tactical points for each marked box.</i>

6-1	<input type="checkbox"/>	<input type="checkbox"/>	X	Butcher	While in play, mark one of these boxes each time an opposing non-vehicle, originally multi-model unit is removed from play: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 tactical point for each marked box.</i>
6-2	<input type="checkbox"/>	<input type="checkbox"/>	X	Hunter	While in play, mark one of these boxes each time an opposing vehicle or monstrous creature is removed from play: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 tactical point for each marked box.</i>
6-3	<input type="checkbox"/>	<input type="checkbox"/>	X	Purifier	While in play, mark one of these boxes each time an opposing unit with the Psyker, Psychic Pilot, or Brotherhood of Psykers/Sorcerers special rule is removed from play: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 tactical point for each marked box.</i>
6-4	<input type="checkbox"/>	<input type="checkbox"/>	X	Assassin	While in play, mark one of these boxes each time an opposing character is removed from play: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <i>Value: 1 tactical point for each marked box.</i>
6-5	<input type="checkbox"/>	<input type="checkbox"/>	X	Harasser	Contest or claim as many markers as possible; cannot score Turn 1. <i>Value: 4 tactical points minus the number of markers controlled by your opponent, to a minimum of 0.</i>
6-6	<input type="checkbox"/>	<input type="checkbox"/>	X	Commander	Claim as many markers as possible; cannot score Turn 1. <i>Value: 1 tactical point for each marker you control.</i>

Immediately reroll any objectives provably impossible to achieve.

No aspect of these tactical objectives is to be kept secret.