

WARHAMMER

40,000

TM

CHAPTER APPROVED



MISSION PACK

WAR ZONE NACHMUND: GRAND TOURNAMENT

INTRODUCTION

Welcome to the War Zone Nachmund: Grand Tournament mission pack! On the following pages you will find all of the rules required to lead your carefully selected Warhammer 40,000 army into finely balanced tabletop conflict against cunning and determined opponents.

If you are new to Warhammer 40,000 and this is the first Grand Tournament mission pack you have read, then the content of this pack is intended to be perfect for use in official gaming tournaments and competitive matched play environments. It has been created for those Warhammer 40,000 hobbyists who prefer a carefully levelled strategic playing field. Each mission – tailored to different battle sizes, from Incursions to Strike Force engagements – is designed to ensure that neither player can claim an advantage at battle's commencement. Moreover, within this pack you will find additional rules for picking secondary objectives that your army must pursue. These provide every player with the chance to fine-tune each mission to their own strategic strengths, and to optimise their ability to score more victory points than their foes. Victory in a Grand Tournament mission is contingent upon clever army selection, wise choices of secondary objectives, expert tactical play and a healthy dose of good luck!

If you are a veteran of the Grand Tournament mission pack scene, then you already know all of this and you are doubtless more interested to learn what has changed for this season of competitive Warhammer 40,000 gaming:

- The first and biggest change are the missions themselves. Everything from deployment zones to objective marker positioning has been reviewed and – where needed – improved, and several new mission rules have been added to ensure each mission offers the players different tactical challenges to overcome. Most importantly of all though, none of the missions contain secondary objectives that you can select anymore. Instead, every mission now contains two primary objectives that will reward players with victory points. While the greater proportion of these are still scored for holding objective markers, just as in previous mission packs, players will need to adapt their army lists and master new strategies if they are going to stand the best chance of scoring both of their primary objectives.

- We have reviewed and adjusted a handful of secondary objectives based on feedback from the Warhammer 40,000 community. We have also taken this mission pack as an opportunity to provide several factions who are yet to get hold of their 9th edition Codex, with at least one secondary objective that they can select. We have also specified that players can, when selecting their secondary objectives, never select more than a single one from a source that is not this mission pack. That means, for example, that a player could select one secondary objective from a Codex, or one from a Codex Supplement, they couldn't select one from both.

- We have changed how you choose selectable keywords (the ones in angular brackets that denote what sub-faction your unit is from) when mustering your army. The intent is to make it so that all the units in your army that have a particular sub-faction keyword are all from the same sub-faction. You will no longer select these keywords on a unit-by-unit basis, and so end up with units and detachments from different sub-factions. Now you make one selection, and that replaces that particular selectable keyword in every instance throughout your entire army. There are a handful of exceptions, including <MARK OF CHAOS> (so you can still select some units to be dedicated to KHRONE, some to NURGLE etc.). Named characters are also exempt (their keywords are preset and not selected by you, even though they may be from a specific sub-faction).

- Finally, we have made some changes to the way you deploy Fortifications with a view to make it easier than ever to set up these often large models within your deployment zone, the placement of which, in the past, was sometimes problematic.

So whether you are just setting off into the world of matched play games, or you are about to participate in the next Grand Tournament event, read on to absorb the full content of this mission pack, and to unlock the countless hours of exciting and close-run gaming it will provide.

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This mission pack includes the following sections:

Page 3 – Battle Ready

Some victory points in War Zone Nachmund: Grand Tournament battles are awarded for simply having a fully painted army. On this page you will find out more about painting your army to a Battle Ready standard and scoring these points.

Page 4 – War Zone Nachmund: Grand Tournament Games

This section contains a step-by-step sequence on how to play a War Zone Nachmund: Grand Tournament battle, from determining your battle size and selecting a mission, to deploying your troops and establishing the victor. This section also describes what restrictions and requirements an army must meet if it is to be used to play a battle described in this mission pack.

Page 8 – Nachmund Secondary Objectives

In War Zone Nachmund: Grand Tournament missions, players can select their own secondary objectives to achieve during the battle. A list of the secondary objectives that players can select can be found in this section.

Page 13 – Tournament Scoring Sheet

When playing a War Zone Nachmund: Grand Tournament battle you will need to keep track of how many victory points you have scored, in order to determine who the victor of the battle is. On this page you will find an annotated example of how to use a scoring sheet to track your success in battle.

Page 14 – Incursion Missions

This mission pack includes missions for two different battle sizes. The first set of missions are Incursion missions (these missions use a points limit of 1,000 points), and can be found in this section.

Page 36 – Strike Force Missions

The second battle size covered in this mission pack are Strike Force missions (these missions use a points limit of 2,000 points), and can be found in this section.

Page 56 – Blank Tournament Scoring Sheet

A blank scoring sheet that can be photocopied for use during your games can be found here.



BATTLE READY

Playing games of Warhammer is a shared experience that we all want to look and feel great. To reflect this, Grand Tournaments reward you for having a fully painted 'Battle Ready' army. Here we explain what that means, and where to find achievable online tutorials and painting guides to get your army ready for action!

When you play a Grand Tournament game, there are 10 victory points available if every model in your army is painted to a Battle Ready standard. Battle Ready means your models are fully painted with a detailed or textured base.

This is considered to be the minimum standard of miniature painting for a Grand Tournament mission, as well as a guaranteed method of scoring some victory points before the dice even start rolling.

The Citadel Colour range includes all the paints and hobby supplies you'll need to paint your miniatures quickly and efficiently. In fact, Contrast paints were created especially to help you get your armies Battle Ready in no time – just one coat of Contrast paint lays down both a base colour and a bit of shade – while Technical paints give you a textured base with one application. It's never been easier to get your army ready for a tournament.

Below you'll find some examples of models painted to a Battle Ready standard, and you can find many more – along with full painting tutorials – on the Citadel Colour website.



CitadelColour.com is the ultimate resource for painting Warhammer models. Browse an entire website dedicated to helping you paint your miniatures. You'll find step-by-step video guides to getting your force Battle Ready fast, plus thematic suggestions, top tips and even advanced techniques for when you want to take your painting to the next level!

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CONTRAST METHOD



CLASSIC METHOD



WAR ZONE NACHMUND: GRAND TOURNAMENT GAMES

A War Zone Nachmund: Grand Tournament game is waged by following the sequence below:

1. SELECT BATTLE SIZE

The players must first select the battle size they wish to play: Incursion or Strike Force. The table below gives a rough guide of how long each should take.

BATTLES	
BATTLE SIZE	BATTLE DURATION
Incursion	Up to 2 hours
Strike Force	Up to 3 hours

2. MUSTER ARMIES

Each player must then select a Battle-forged army. The points limit of each player's army, and the number of Command points each player starts with when they begin mustering their army, are shown in the table below:

ARMY	BATTLE SIZE	POINTS LIMIT	COMMAND POINTS
	Incursion	1000	6
	Strike Force	2000	12

Details of how to Battle-forge an army, use a points limit, select a **WARLORD** and what information a player's army roster must contain can be found in the Warhammer 40,000 Core Book.

The players cannot include Understrength units in their army, and their army cannot include any Specialist Detachments.

All of the units in each Detachment in a player's army must have at least one Faction keyword in common, and this keyword cannot be **CHAOS**, **IMPERIUM**, **AELDARI**, **YNNARI** or **TYRANIDS**, unless the Detachment in question is a Fortification Network (this has no effect on a player's Army Faction).

All of the units in a player's army that have selectable Faction keywords – that is Faction

keywords presented in angular brackets that a player selects when they add those units to their army – must all have the same selectable keywords. This means, for example, that all units with the <CHAPTER> keyword in a player's army must be from the same Chapter, and so all these units must replace <CHAPTER> with the name of that Chapter; all units with the <KABAL> keyword in a player's army must be from the same Kabal; all units with the <WYCH CULT> keyword in a player's army must be from the same Wych Cult, and so on. The only exceptions to this are as follows:

- The <MARK OF CHAOS> and <ALLEGIANC> keywords – these can be different for different units in a player's army.
- The **DREADBLADE** and **FREEBLADE** keywords – these units can have different selectable Faction keywords to other units in a player's army.

If a player's army includes one or more Super-heavy Auxiliary Detachments, they can change the Command Benefits of one of them to: +2 Command points if the unit in this Detachment is not your **WARLORD**, but it is from the same Faction as your **WARLORD**'s Detachment, and that Faction is not **CHAOS**, **IMPERIUM**, **AELDARI**, **YNNARI** or **TYRANIDS**.

With the exception of units with the Troops or Dedicated Transport Battlefield Roles, or units that are added to a player's army during the battle, each player can only include the same datasheet in their army 2 times (if they are playing an Incursion battle) or 3 times (if they are playing a Strike Force battle). For the purposes of this restriction, the Daemon Prince, Daemon Prince of Chaos, Death Guard Daemon Prince and Thousand Sons Daemon Prince datasheets are all considered to be the same datasheet.

If either player has access to any Stratagems that are used before the battle to upgrade units, these must be used now and the details of the upgrades noted on the player's army roster.

Each player must then provide a copy of their army roster for their opponent to read through.

3. DETERMINE MISSION

The players determine which mission will be used for the battle; they can choose from the missions for their chosen battle size. This will determine the deployment map that the players use, as well as the specific mission briefing. The players can either simply agree which they will use with their opponent, or they can roll a D33 to randomly select a mission using one of the tables. To roll a D33, roll two D3s one after the other; the first dice result determines the 'tens' and the second determines the 'units'. For example, if the first result is a 2 and the second is a 1, then the D33 result is a 21.

INCURSION MISSIONS

D33 MISSION

- 11 Cleanse the Land (pg 16)
- 12 Deliverance (pg 18)
- 13 Desperate Raid (pg 20)
- 21 Sacred Ground (pg 22)
- 22 Ascension (pg 24)
- 23 Surge of Faith (pg 26)
- 31 Rise of the Machine Spirit (pg 28)
- 32 Display of Spiritual Might (pg 30)
- 33 Reconnaissance Mission (pg 32)

STRIKE FORCE MISSIONS

D33 MISSION

- 11 Recover the Relics (pg 38)
- 12 Tear Down Their Icons (pg 40)
- 13 Data Scry-salvage (pg 42)
- 21 Abandoned Sanctuaries (pg 44)
- 22 Conversion (pg 46)
- 23 The Scouring (pg 48)
- 31 Tide of Conviction (pg 50)
- 32 Death and Zeal (pg 52)
- 33 Secure Missing Artefacts (pg 54)

4. READ MISSION BRIEFING

Each mission has a mission briefing that will detail the primary objectives that award victory points to the players. Some mission briefings also list one or more mission rules that will apply for the duration of the battle. The players should read and familiarise themselves with these before proceeding.

5. PLACE OBJECTIVE MARKERS

The players now set objective markers up on the battlefield. Each mission's deployment map will show the players how many to set up, and where each should be placed.

6. CREATE THE BATTLEFIELD

The players now create the battlefield and set up terrain features. Missions are played on rectangular battlefields. The size of the battlefield depends on the battle size selected, as shown in the table below (the table shows the minimum size of battlefields):

BATTLEFIELDS	
BATTLE SIZE	BATTLEFIELD SIZE (Minimum)
Incursion	44" x 30"
Strike Force	44" x 60"

Unless noted otherwise, when setting up terrain features, use the guidelines detailed in the Warhammer 40,000 Core Book. Terrain features cannot be set up on top of objective markers. Players must use the battlefield terrain rules for terrain features.

7. DETERMINE ATTACKER AND DEFENDER

The players roll off and the winner decides who will be the Attacker and who will be the Defender.

8. CHOOSE DEPLOYMENT ZONE

The Defender now selects one of the deployment zones for their army. Their opponent uses the other deployment zone.

9. SELECT SECONDARY OBJECTIVES

Each player then secretly selects three secondary objectives for the battle and writes them down. Each can award victory points to the player who chose them. The secondary objectives that players can choose from can be found on pages 8-12. There are also additional secondary objectives, found in other publications, such as Codexes and Codex Supplements, that players can select from, but at least two of a player's selections must be from the Nachmund Secondary Objectives listed within this mission pack (pg 8-12). This means that a player would be able to select a maximum of one secondary objective from another source.

Once both players have selected their secondary objectives, they reveal their selections to their opponent.

10. DECLARE RESERVES AND TRANSPORTS

These missions use the Strategic Reserves rules (see the Warhammer 40,000 Core Book).

Both players now secretly note down on their army roster which of the units in their army will start the battle in Strategic Reserves (units with the Fortifications battlefield role can never be placed into Strategic Reserves), which of their units will start the battle in a location other than the battlefield (if a player has access to any Stratagems that enable them to set up units from their army in a location other than the battlefield, they must use such Stratagems now), and which of their units will start the battle embarked within TRANSPORT models (they must declare which units are embarked on which model). When both players have done so, they declare their selections to their opponent.

No more than half the total number of units in a player's army can be Strategic Reserve and/or Reinforcement units, and the combined points value of all Strategic Reserve and Reinforcement units (including those embarked within TRANSPORT models that are Strategic Reserve and/or Reinforcement units) must be less than half of the total points value of a player's army, even if every unit in that army has an ability that would allow them to be set up elsewhere.

In War Zone Nachmund: Grand Tournament missions, Strategic Reserve and Reinforcement units can never arrive on the battlefield in the first battle round. Any Strategic Reserve or Reinforcement unit that has not arrived on the battlefield by the end of the third battle round counts as having been destroyed, as do any units embarked within them (this does not apply to units that are placed into Strategic Reserves after the first battle round has started).

11. DEPLOY ARMIES

The players alternate setting up their remaining units one at a time, starting with the Defender. A player must deploy all of their remaining units with the Fortifications battlefield role before deploying any other unit. A player's models must be set up wholly within their deployment zone. If one player finishes deploying all their units, their opponent then deploys the remainder of their units.

Unless otherwise stated, when setting up a model from a unit with the Fortifications battlefield role on the battlefield, it cannot be set up within 3' of any other terrain feature that is not part of its own datasheet (excluding hills). If it is not possible to set up a Fortification as a result, a player can, in a War Zone Nachmund: Grand Tournament mission, remove one Obstacles or Area Terrain feature that is within their deployment zone from the battlefield in order to make room for their Fortification. If, by doing so, it is still not possible to set up their Fortification, replace the terrain feature removed – this Fortification cannot be deployed and counts as having been destroyed.

If a model from a player's army is so large that it cannot physically be set up wholly within their deployment zone (i.e. the smallest dimension of that model is greater than the depth of their deployment zone), it must be set up so that it is touching that player's battlefield edge. In the first battle round, that model's unit cannot do any of the following: make a Normal Move, Advance, Fall Back, attempt to manifest or deny psychic powers, make any attacks with ranged weapons, declare a charge, perform a Heroic Intervention, perform any actions or psychic actions. Models in such units count as having moved a distance in inches equal

to their Move (M) characteristic in their first Movement phase. If the unit has a minimum Move characteristic, it counts as having moved its maximum Move characteristic.

If both players have units with abilities that allow them to be set up 'after both armies have deployed', the players must roll off after all other units have been set up and alternate setting up these units, starting with the winner.

12. DETERMINE FIRST TURN

The players roll off. The winner takes the first turn.

13. RESOLVE PRE-BATTLE ABILITIES

The players alternate resolving any pre-battle abilities units from their army may have, and resolving any Stratagems that are used before the battle (excluding those that upgrade their units or those that enable them to set up a unit in a location other than the battlefield), starting with the player who will take the first turn.

14. BEGIN THE BATTLE

The first battle round begins. The players continue to resolve battle rounds until the battle ends.

15. ENDING THE BATTLE

The battle ends after five battle rounds have been completed. If one player has no models remaining in their army at the start of their turn, the other player may continue to play out their turns until the battle ends.

16. DETERMINE VICTOR

At the end of the battle, the player with the most victory points is the winner. If players are tied, the battle is a draw.

Each player can score a maximum of 45 victory points from primary objectives and a maximum of 45 victory points from secondary objectives (from a maximum of 15 victory points from each of the 3 secondary objectives they have selected), for a total of 90 possible victory points from mission objectives (any excess victory points awarded are discounted). If every model in a player's army is painted to a Battle Ready standard, that player is awarded a bonus 10 victory points. This gives the players a maximum total score out of 100 victory points.

Ending the Battle Early or Conceding

Ideally, a battle should always be played until the end. On occasion, though, one or both players may not be able, or may not wish, to complete the battle.

If both players agree to end the battle early, then they can end the battle at a mutually agreed point (we suggest at the end of a battle round). The players can then calculate their final victory points totals, taking into account any objectives achieved so far, to determine the victor.

If only one player wants to end the battle early, that player must concede and remove their models from the battlefield. A player who concedes scores 0 victory points for that battle. Their opponent is the victor and they can, if they wish, calculate their final victory points total, taking into account any objectives achieved so far. If their score from primary and secondary objectives is less than 60 victory points, increase that player's score to 60 victory points. This will be boosted to 70 if that player's army is painted to a Battle Ready standard.

MISSION OBJECTIVES

During the battle, players can earn victory points by achieving mission objectives. There are two types of mission objectives: primary and secondary. Primary mission objectives are described in the mission's mission briefing. Secondary mission objectives are chosen by each player after the mission has been determined and the armies have been revealed. In each case, mission objectives can either be 'End Game' or 'Progressive'. End Game mission objectives are scored at the end of the battle. Progressive mission objectives are scored during the battle (exactly when is detailed on the objective itself), and can be achieved, and hence award victory points, several times.

NACHMUND SECONDARY OBJECTIVES

When players select secondary objectives, they must select three, at least two of which must be selected from those presented on pages 8-12.

If a secondary objective has a keyword in brackets next to its title, players can only select that secondary objective if every model from their army (excluding **UNALIGNED** models) has that Faction keyword (in the case of The Long War on page 9, this can be selected if every unit in a player's army, excluding **UNALIGNED** models, is a Chaos Space Marines unit, as defined in *Codex: Chaos Space Marines*). The players can select a maximum of one secondary objective from another source, such as a Codex or Codex Supplement.

Each secondary objective has a category (e.g. Purge the Enemy) and players cannot choose more than one from each category.

The players can score no more than 15 victory points from each secondary objective (any excess victory points are discounted).

PURGE THE ENEMY

ASSASSINATION

End Game Objective

The enemy looks to their champions for courage. Identify and eliminate them with extreme prejudice.

Score 3 victory points at the end of the battle for each enemy **CHARACTER** model that is destroyed. If the enemy **WARLORD** was destroyed during the battle, gain 1 additional victory point.

FOR THE EMPEROR! (ASTRA MILITARUM)

Progressive Objective

So long as the enemy is obliterated, Astra Militarum casualties are of minor importance.

Score 1 victory point at the end of the battle round for each enemy unit that was destroyed during that battle round by an **ASTRA MILITARUM** unit from your army (to a maximum of 3 victory points per battle round).

BRING IT DOWN

End Game Objective

The opposing army contains numerous heavily armoured units. Take any opportunity to bring them down.

Score 1 victory point at the end of the battle for each enemy **MONSTER** or **VEHICLE** model with a Wounds characteristic of 9 or less that is destroyed, 2 victory points for each enemy **MONSTER** or **VEHICLE** model with a Wounds characteristic of between 10-14 that is destroyed, and 3 victory points for each enemy **MONSTER** or **VEHICLE** model with a Wounds characteristic of 15 or more that is destroyed.

TITAN HUNTER

End Game Objective

The foe has committed its largest weapons of war to this battlefield. The larger the foe, the greater the glory.

Score 4 victory points at the end of the battle if one enemy **TITANIC** model is destroyed, 9 victory points if two enemy **TITANIC** models are destroyed, or 15 victory points if three or more enemy **TITANIC** models are destroyed.

NO MERCY, NO RESPITE

NO PRISONERS

End Game Objective

Exterminate the enemy. Show them no mercy.

If you select this objective, keep a Kill Points tally. Each time an enemy model is destroyed, unless that model is a **VEHICLE**, **MONSTER** or **CHARACTER** unit, add a number of marks to this tally equal to the Wounds characteristic of the destroyed model. A model can, if it is resurrected for any reason (i.e. it was destroyed and subsequently returned to the battlefield), potentially have marks added to this tally several times (assuming it is resurrected and subsequently destroyed several times over).

At the end of the battle, divide your Kill Points tally by 10 and round down – the result is the number of victory points you score. In addition, if your Kill Points tally is between 50 and 99, you score 1 additional victory point, and if your Kill Points tally is 100 or more, you score 2 additional victory points.

GRIND THEM DOWN

Progressive Objective

Some battles can only be won through bloody attrition.

Score 3 victory points at the end of the battle round if more enemy units than friendly units were destroyed this battle round.

TO THE LAST

End Game Objective

While our mightiest warriors stand, we will prevail.

If you select this objective, then before the battle, after you have selected deployment zones, identify which three units from your army (excluding those with the Fortifications Battlefield Role) have the highest points value, and make a note of them on your army roster (if two or more are tied, you choose between them). If your army has three or fewer units, you instead identify all the units in your army. A unit's points value includes the points of all weapons, other wargear and upgrades it has. You score 5 victory points for each of these units that are on the battlefield at the end of the battle. If a unit splits into several smaller units during a battle, all of those separate units (excluding DRONE units) must be on the battlefield at the end of the battle to score 5 victory points; if some of those separate units (excluding DRONE units) are on the battlefield at the end of the battle, but not all of them are, you score 3 victory points instead of 5.

PATH OF DESTRUCTION (CHAOS KNIGHTS)

Progressive Objective

Carve a path of death and destruction in the enemy's lines.

Score 1 victory point at the end of the battle round for each of the following conditions that were satisfied during that battle round (for a maximum of 3 victory points):

- One or more enemy units were destroyed by a CHAOS KNIGHTS model from your army while that CHAOS KNIGHTS model was wholly within your deployment zone.
- One or more enemy units were destroyed by a CHAOS KNIGHTS model from your army while that CHAOS KNIGHTS model was more than 3" away from either player's deployment zone.
- One or more enemy units were destroyed by a CHAOS KNIGHTS model from your army while that CHAOS KNIGHTS model was wholly within your opponent's deployment zone.

SYNAPTIC INSIGHT (TYRANIOS)

Progressive Objective

Leader-beasts are tasked to use seek out and eliminate the greatest threats to the Hive Mind.

If you select this objective, keep a Synaptic Kill tally. Reset this tally to 0 at the start of each battle round. Each time an enemy model (excluding Dedicated Transport models) is destroyed by a SYNAPSE model from your army: if that enemy had a Wounds characteristic between 3 and 5, add 1 to your Synaptic Kill tally; if it had a Wounds characteristic between 6 and 9, add 2 to this tally; if it had a Wounds characteristic of 10 or more, add 3 to this tally.

Score 3 victory points at the end of the battle round if your Synaptic Kill tally is 4 or more. You cannot score more than 12 victory points from this objective.

THE LONG WAR (CHAOS SPACE MARINES)

Progressive Objective

Chaos Space Marines have been conquering the galaxy for millennia. This battle is but one of many.

- At the end of your turn, you score 1 victory point for each enemy unit that was within range of an objective marker at the start of that turn that was destroyed by a HERETIC ASTARTES unit from your army during that turn.
- At the end of your turn, you score 2 victory points if you control one or more objective markers that were controlled by your opponent at the start of that turn, and a HERETIC ASTARTES unit from your army is within range of one or more of those objective markers.

You cannot score more than 3 victory points from this secondary objective per turn.

MALEFIC TERROR (CHAOS DAEMONS)

Progressive Objective

Mortal terror nourishes the denizens of the warp.

- Each time an enemy model flees the battlefield, score 1 victory point.
- Each time an enemy unit is destroyed by an attack made by a CHAOS DAEMONS unit from your army, before removing the last model from the battlefield, roll 2D6: if the result equals or exceeds the current Leadership characteristic of that enemy model, score 1 victory point.

You cannot score more than 4 victory points from this secondary objective per turn.

WARCRAFT

ABHOR THE WITCH

End Game Objective

The presence of enemy psykers in this theatre of war can no longer be tolerated – hunt them down.

You cannot select this secondary objective if your army includes any **PSYKER** units. Score 3 victory points at the end of the battle for each enemy **PSYKER CHARACTER** unit that is destroyed, and 2 victory points for every other enemy **PSYKER** unit that is destroyed.

WARP RITUAL

End Game Objective

Completion of a complex ritual will allow your psykers to fully harness the power of the warp.

If you select this objective, keep a Ritual Points tally; add 1 to that tally each time a unit from your army successfully completes the following psychic action during the battle:

Warp Ritual (Psychic Action – Warp Charge 3): One **PSYKER CHARACTER** unit from your army can attempt to perform this psychic action in your Psychic phase if it is within 6" of the centre of the battlefield.

At the end of the battle, score 3 victory points if your Ritual Points tally is 1, score 7 victory points if your tally

is 2, or score 12 victory points if your tally is 3 or more.

PIERCE THE VEIL

End Game Objective

Your psykers must attempt to use their warp-gifted sight to scry that which cannot be seen by conventional methods.

Score 8 victory points at the end of the battle if one or more units from your army successfully completed the following psychic action 2 or more times during the battle, or 15 victory points at the end of the battle if one or more units from your army successfully completed the following psychic action 4 times during the battle (note that you can only score this objective once):

Pierce the Veil (Psychic Action – Warp Charge 4): One **PSYKER CHARACTER** unit from your army can attempt to perform this psychic action during your Psychic phase if it is within 6" of your opponent's battlefield edge and more than 6" from any enemy models.

PSYCHIC INTERROGATION

Progressive Objective

Your psykers must use their mental powers to delve into the minds of the enemy leaders and discover their battle plans.

Score 3 victory points each time you successfully complete the following psychic action:

Psychic Interrogation (Psychic Action – Warp Charge 4): One **PSYKER CHARACTER** unit from your army can attempt to perform this psychic action in your Psychic phase if it is within 24" of any enemy **CHARACTER** units.

SHADOW OPERATIONS

RAISE THE BANNERS HIGH

Progressive and End Game Objective

Claim the battlefield and display your colours high so that the enemy is in no doubt as to their defeat.

If you select this objective, then units in your army can perform the following action:

Raise Banners (Action): One or more **INFANTRY** units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be in range of a different objective marker that does not have one of your banners raised upon it (see below). A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT** units) in range of the same objective marker. The action is completed at the end of your turn. If this action is successfully completed, that objective marker is said to have one of your army's banners raised on it (the banner is 'removed' if your opponent controls the objective marker at the start of any phase).

Score 1 victory point at the end of each of your Command phases, and 1 victory point at the end of the battle, for each objective marker on the battlefield that has one of your banners raised upon it.

INVESTIGATE SIGNAL

Progressive Objective

A mysterious signal has been received by our fleet in the Nachmund war zone, and its source has been identified as originating somewhere in the vicinity of this battlefield. You must secure, search and locate it without delay.

Score 3 victory points each time a unit from your army successfully completes the following action:

Investigate Signal (Action): One **INFANTRY** unit from your army that contains 3 or more models can start to perform this action at the end of your Movement phase if it is wholly within 6" of the centre of the battlefield. This action is completed at the end of your turn provided the unit attempting it is still wholly within 6" of the centre of the battlefield and no enemy units (excluding **AIRCRAFT** units) are wholly within 6" of the centre of the battlefield.

RETRIEVE NACHMUND DATA

End Game Objective

Several servo-skulls containing vital data have been lost within this region. Locate and retrieve these at all cost.

If you select this objective, keep a Retrieved Data tally. In addition, units in your army can perform the following action:

Retrieve Data (Action): One **INFANTRY** or **BIKER** unit from your army can start to perform this action at the end of your Movement phase if it is wholly within a table quarter that has not had a servo-skull retrieved by your army (see below) and it is more than 6" away from any other table quarter. This action is completed at the end of your turn provided the unit attempting it is still within the same table quarter. If this action is successfully completed, roll one D6, subtracting 1 from the result if the unit that completed the action has the Troops battlefield role: if the result is less than or equal to the number of models currently in that unit, that table quarter is said to have had a servo-skull retrieved by your army and you add 1 to your Retrieved Data tally.

At the end of the battle, score 4 victory points if your Retrieved Data tally is 2, score 8 victory points if your tally is 3, or score 12 victory points if your tally is 4.

DEPLOY TELEPORT HOMERS

Progressive and End Game Objective

If your vanguard forces deploy a series of teleport homers deep within enemy territory in preparation for the fleet's arrival, we will be able to launch a deadly surprise assault.

If you select this objective, then units from your army can perform the following action:

Deploy Teleport Homer (Action): One **INFANTRY** or **BIKER** unit from your army can start to perform this action at the end of your Movement phase if it is wholly within 12" of your opponent's deployment zone. If the unit attempting this action has the Troops battlefield role, the action is completed at the end of your turn; otherwise the action is completed at the end of your next Command phase. In either case, the action is only completed if the unit attempting it is still wholly within 12" of your opponent's deployment zone.

Each time a unit from your army successfully completes this action, you score 2 victory points (you score 4 victory points instead if the unit completed the action while wholly within your opponent's deployment zone).

BATTLEFIELD SUPREMACY

BEHIND ENEMY LINES

Progressive Objective

Dispatch a spearhead to break through the enemy's defences and cut off their routes of escape.

Score 2 victory points at the end of your turn if one unit from your army (excluding **AIRCRAFT** units) is wholly within your opponent's deployment zone. Score 4 victory points at the end of your turn instead if two or more units from your army (excluding **AIRCRAFT** units) are wholly within your opponent's deployment zone.

ENGAGE ON ALL FRONTS

Progressive Objective

No part of the battlefield can be left unchallenged.

Score 2 victory points at the end of your turn if you have one or more qualifying units (see below) from your army wholly within three different table quarters, and those units are all more than 6" from the centre of the battlefield. Score 3 victory points instead if you have one or more qualifying units from your army wholly within each table quarter, and those units are all more than 6" from the centre of the battlefield. A qualifying unit is one that contains 3 or more models, or one that contains 1 or more **VEHICLE** or **MONSTER** models.

STRANGLEHOLD

Progressive Objective

Maintain a stranglehold on your foe by dominating key strategic locations in the area.

Score 3 victory points at the end of your turn if you control 3 or more objective markers and you also control more objective marker than your opponent controls.

YIELD NO GROUND (**IMPERIAL KNIGHTS**)

Progressive Objective

The time has come to plant your adamantine feet and make a stand against the enemy. Take not one step back!

If you select this objective, at the end of your turn, you score victory points as follows (for a maximum of 5 victory points):

- Score 2 victory points if you control half or more of the total number of objective markers on the battlefield, and one or more **IMPERIAL KNIGHTS** models from your army are within range of each of those objective markers.
- Score 2 victory points if no enemy units (excluding **AIRCRAFT** units) are wholly within your deployment zone.
- Score 1 victory point so long as no **IMPERIAL KNIGHTS** models from your army ended that turn closer to your battlefield edge than they started the battle round, and no **IMPERIAL KNIGHTS** units from your army Fell Back during that battle round.

This secondary objective cannot be scored in the first battle round.

TOURNAMENT SCORING SHEET

The winner of a Grand Tournament mission is the player who has scored the most victory points, which can be scored in a number of different ways. In order to keep track of how many victory points you have scored [as well as how and when they were scored] it is useful to fill in a scoring sheet during your game.

TOURNAMENT SCORING SHEET						
1	BattleSize [Attacker's Name] [Defender's Name] [Battalions required]	Initiative [Attacker's Name] [Defender's Name]	Mission:			
2	Attacker Name	Victory Points Scored				
	BattleRound	Primary Objective 1	Primary Objective 2	Secondary Objective 1	Secondary Objective 2	Secondary Objective 3
	Take and Hold ⁴ Dominion ⁴	Not yet started	Not yet started	Not yet started	Not yet started	Not yet started
3	1					
	2					
	3					
	4					
	5					
4	End Game	.45	.15	.15	.15	
	Objectives won					Victory Points Total
	Battle Ready Score					
5	Defender's Name	Victory Points Scored				
	BattleRound	Primary Objectives	Primary Objective 1	Secondary Objective 1	Secondary Objective 2	Secondary Objective 3
	Take and Hold ⁴ Dominion ⁴	Not yet required	Not yet started	Not yet started	Not yet started	Not yet started
6	1					
	2					
	3					
	4					
	5					
7	End Game	.45	.15	.15	.15	
	Objectives won					Victory Points Total
	Battle Ready Score					
8	Results	Attacker wins*	Defender wins**	Drew***	*Defender is required	

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You can find blank scoring sheets to photocopy on page 56, or to download and print out to use in your games on the Warhammer Community website.

Visit warhammer-community.com

1. At the top of the scoring sheet is space to write the battle size and the mission you are playing.

2. There are two sections on the scoring sheet – one to keep track of the Attacker's victory points and one to keep track of the Defender's. After you have determined who the Attacker and Defender will be, write your names at the top of the appropriate section.

3. You can make a note in both the Attacker's and Defender's section of all the objectives that are being used in your battle. In the case of your primary objectives [which will be the same for both players], simply delete whichever does not apply. In the case of secondary objectives, after both players have made their selections you should write them down in the appropriate box.

4. As the battle progresses, keep track of the victory points each player scores in the relevant section. For progressive objectives, write down [or keep a tally] of how many points were scored during each battle round, and in the case of End Game objective, do the same at the end of the battle.

5. At the bottom of each player's section there is space for you to add up the total victory points you have scored for primary objectives [a score out of 45], and the victory points you have scored for each secondary objective [each will be a score out of 15].

6. If a player's army is painted to a Battle Ready standard, that player will score an additional 10 victory points. Make a note on the scoring sheet if a player's army was Battle Ready or not.

7. Add up each player's victory points total from objectives to their Battle Ready score for a grand victory points score out of 100.

8. You can make a note regarding whether the Attacker or the Defender won, or if the game was a draw, here.



INCURSION MISSIONS

'Much darkness lies now around our world. Our enemies circle, scenting blood, hoping to find weakness. They will be left disappointed. We have suffered much, that is the truth, but the Emperor and Saint Calgar himself are with us always, and with their light forever shining every foe shall be broken upon our soil, no matter their apparent strength or the foulness of their evil.'

- Captain Lorvedar Phrane,
Vigilant Guard



WAR ZONE NACHMUND: GRAND TOURNAMENT – INCURSION

CLEANSE THE LAND

MISSION BRIEFING

Enemy forces are massing in the area, seeking to secure the battlefield. You will see them fail and you will see their presence in this area purged. A direct assault against them may result in unacceptable casualties, but victory can be assured by outflanking the foe and catching them in a deadly crossfire.

MISSION RULES

Land Purged: If a player controls an objective marker at the end of their Command phase and one or more of their units that are in range of it has the Objective Secured ability (see the Warhammer 40,000 Core book) or a similar rule, it remains under that player's control unless their opponent controls it at the end of any subsequent phase, even if there are no models within range of it.

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, purge them of the foe and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

DIRECT ASSAULT

Progressive Objective

A direct assault on enemy-held positions is demanded by your betters. Meet the foe head on, annihilate them in their entirety and thus ensure the landscape is free of their vile presence all while securing the battlefield.

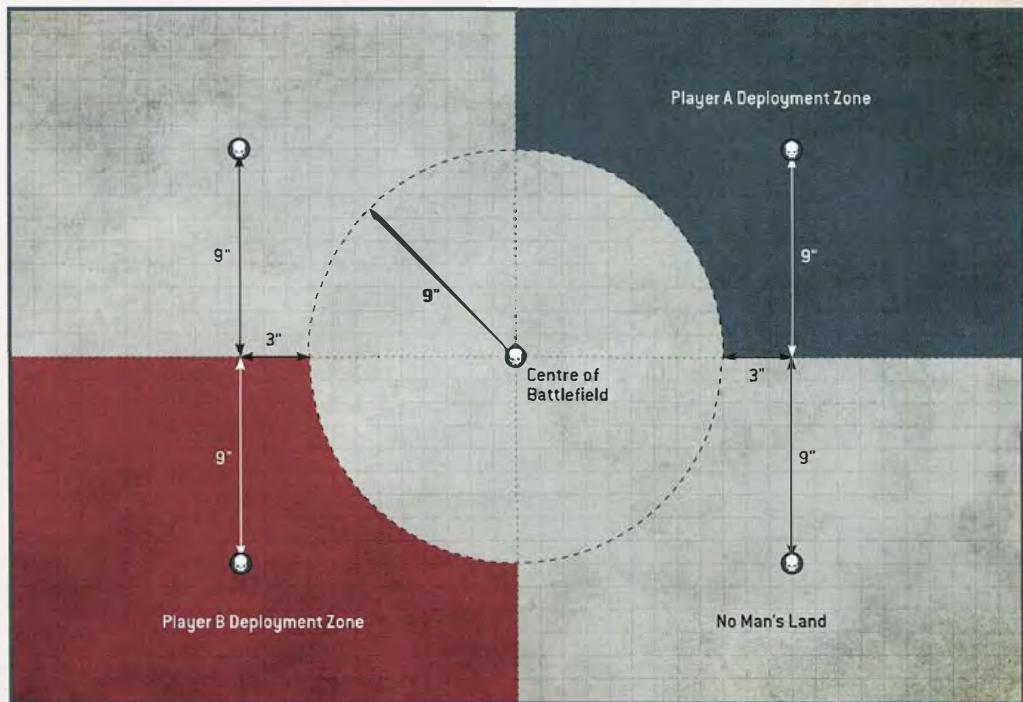
At the end of each player's turn, the player whose turn it is scores 2 victory points if they satisfy one of the following conditions, or 3 victory points if they satisfy both of the following conditions:

- They control every objective marker on the battlefield or they control at least one objective marker that they did not control at the start of their turn.
- They destroyed at least one enemy unit that was in range of an objective marker at the start of their turn.

WAR ZONE NACHMUND: GRAND TOURNAMENT – INCURSION

CLEANSE THE LAND

Player A Battlefield Edge



WAR ZONE NACHMUND: GRAND TOURNAMENT – INCURSION

DELIVERANCE

MISSION BRIEFING

Your forces are beleaguered in every way. Exhausted, only prayers and the hope of resupply sustain them. Help is on the way, but others will seek the desperately needed bounty that the supply craft bring. You must fight tooth and nail to secure the aid.

MISSION RULES

Drop Zone Repleted: In this mission, two objective markers will be removed from the battlefield as follows:

- At the start of the third battle round, the Defender randomly selects one objective marker that is in no man's land to be the Gamma objective marker.
- At the start of the fourth battle round, the Gamma objective marker is removed from the battlefield and the Attacker then randomly selects one of the two remaining objective markers that are in no man's land to be the Beta objective marker.
- At the start of the fifth battle round, the Beta objective marker is removed from the battlefield.

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, purge them of the foe and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

SECURE LANDING SITES

Progressive Objective

The Emperor's gifts come from where he wills, be ready for the supplies to come to any location.

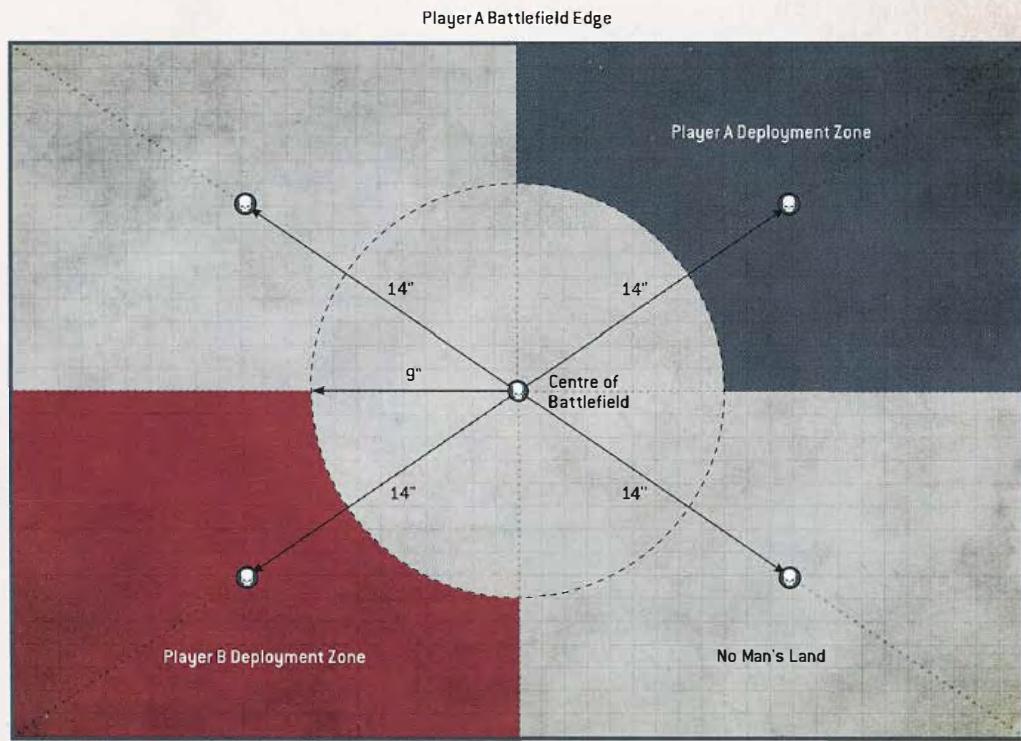
At the end of each player's turn, the player whose turn it is scores a number of victory points for each objective marker that they control that is in no man's land, as shown below (note that the victory points scored changes depending upon the battle round number):

BATTLE ROUND	VICTORY POINTS PER OBJECTIVE MARKER IN NO MAN'S LAND CONTROLLED
3	2
4	3
5	4

This primary objective cannot be scored in the first or second battle rounds.

WAR ZONE NACHMUND: GRAND TOURNAMENT – INCURSION

DELIVERANCE



WAR ZONE NACHMUND: GRAND TOURNAMENT – INCURSION

DESPERATE RAID

MISSION BRIEFING

The fighting on Vigilus rages on and on. Cities are destroyed, armouries emptied, every morsel of the granaries consumed. Now, to survive, armies must launch desperate raids into each other's territories to secure the means to keep fighting on.

MISSION RULES

Desperate Raiders: In this mission, a player receives one additional Command point at the start of their Command phase if they control one or both of the objective markers in their opponent's deployment zone (this is in addition to the Battle-forged CP bonus).

Objective Cleansed: In this mission, if a player controls an objective marker at the end of their Command phase and one or more of their units that are in range of it has the Objective Secured ability (see the Warhammer 40,000 Core Book) or a similar rule, it remains under that player's control unless their opponent controls it at the end of any subsequent phase, even if there are no models within range of it.

PRIMARY OBJECTIVES

This mission has two primary objectives.

DOMINATION

Progressive Objective

You are charged with the total domination of the battlefield; storm every site of tactical import lest they fall into enemy hands.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control two or more objective markers
- They control three or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored during the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

RAID SUPPLY LINES

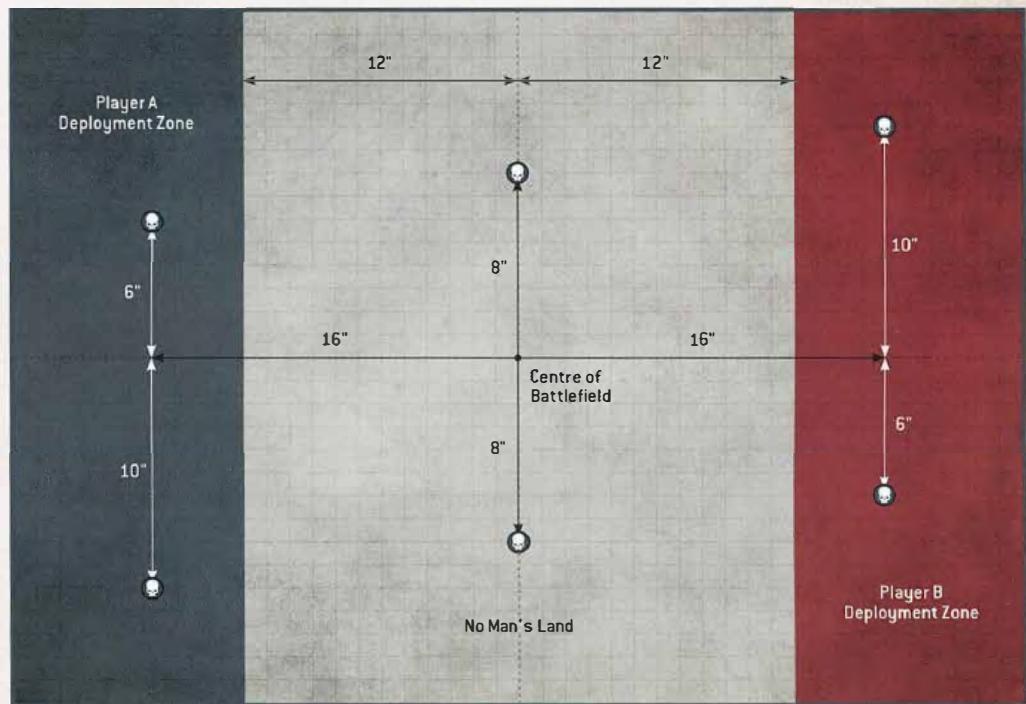
Progressive Objective

Leave nothing to chance, the blasphemous curs will hide what they have anywhere and everywhere. Seize everything, overwhelm them utterly. No matter what they worship, let their crushing defeat fill them with doubt. Break through them swiftly! Know what they value most they will keep in the most secure spaces.

At the end of each player's turn, the player whose turn it is scores 3 victory points if they control at least one of the objective markers that is in their opponent's deployment zone.

WAR ZONE NACHMUND: GRAND TOURNAMENT – INCURSION

DESPERATE RAID



WAR ZONE NACHMUND: GRAND TOURNAMENT – INCURSION

SACRED GROUND

MISSION BRIEFING

You must advance swiftly into contested territory to seize sacred ground whilst maintaining a strong rearguard to protect your supply lines. The battleground is won and lost one yard at a time, and a commander must simultaneously master offensive and defensive tactics if they are to prevail. All could be lost, and the hope of our armies shattered, if the attack is launched too hurriedly.

MISSION RULES

Secure the Rear: In this mission, player A only receives the Battle-forged CP bonus at the start of their Command phase if they control objective marker A, and player B only receives the Battle-forged CP bonus at the start of their Command phase if they control objective marker B.

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, purge them of the foe and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

WISDOM IS THE CORNERSTONE OF FAITH

Progressive Objective

The sacred ground is currently in the hands of the enemy. Draw your battle plans and despatch your forces accordingly.

At the end of player A's turn, that player:

- Scores 2 victory points if they control objective marker B
- Loses 1 victory point if they do not control objective marker A.
- Scores 1 victory point for each other objective marker that they control.

At the end of player B's turn, that player:

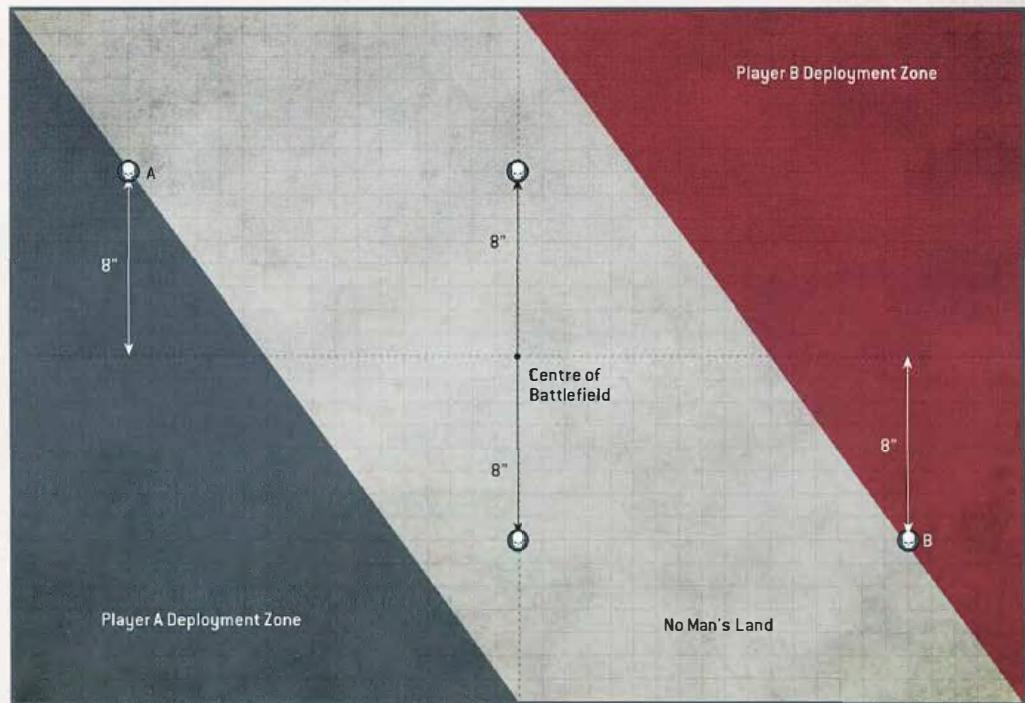
- Scores 2 victory points if they control objective marker A.
- Loses 1 victory point if they do not control objective marker B.
- Scores 1 victory point for each other objective marker that they control.

Neither player's victory points score can ever be reduced to less than 0.



WAR ZONE NACHMUND: GRAND TOURNAMENT – INCURSION

SACRED GROUND



WAR ZONE NACHMUND: GRAND TOURNAMENT – INCURSION

ASCENSION

MISSION BRIEFING

This battlefield houses important sites – places of worship to be guarded and venerated or toppled and defaced. Honour and power will be bestowed upon a warlord mighty enough to claim it. The leaders of your army must seize these sites, whilst ensuring they are denied to the enemy.

MISSION RULES

Champion's Honour: In this mission, **WARLORD** models have the Objective Secured ability (see the Warhammer 40,000 Core Book). If a unit has a pre-battle rule that allows it to be set up anywhere on the battlefield, that unit cannot be set up in no man's land. With the exception of **WARLORD** models, if a unit has a rule that allows it to make a move before the first turn begins, it cannot end that move in no man's land. With the exception of **WARLORD** models, if a unit has a rule that lets it redeploy before the first turn, that unit cannot be set up in no man's land.

Leading From the Front: In this mission, a player only receives the Battle-forged CP bonus at the start of their Command phase if their **WARLORD** is on the battlefield, or they are embarked on a **TRANSPORT** model that is on the battlefield.

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, purge them of the foe and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

ASCEND

Progressive and End Game Objective

This mission is of the utmost importance to the faith of countless millions, and cannot be entrusted to anyone else. You must personally lead your forces in a heroic assault on a vital objective to achieve your goal.

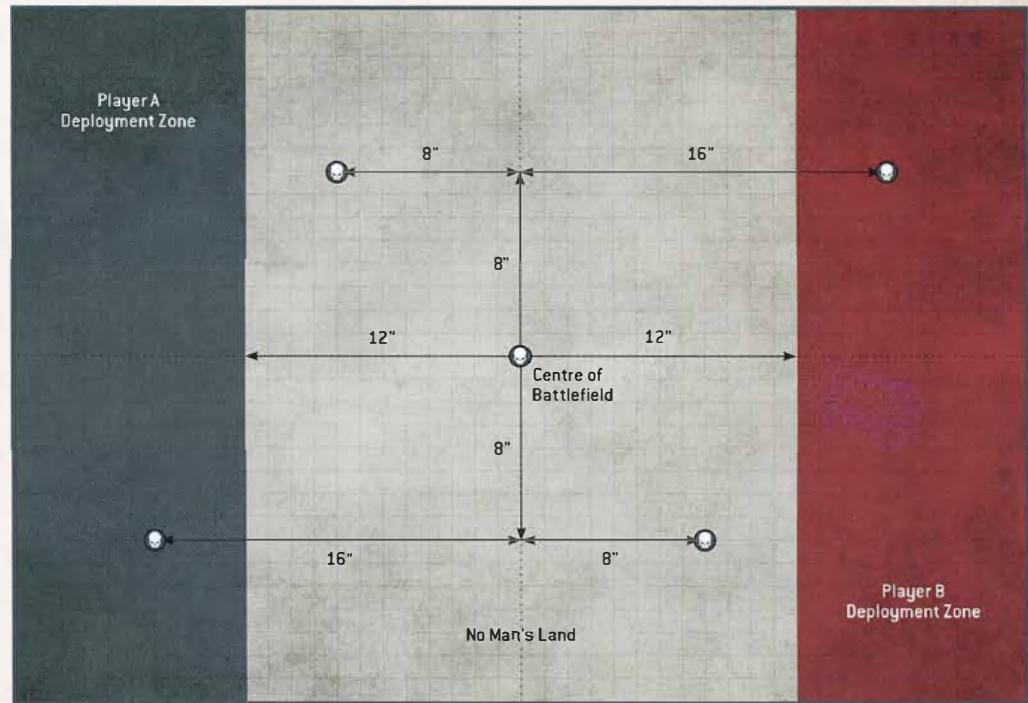
At the end of each player's turn, the player whose turn it is scores 2 victory points if they satisfy at least one of the following conditions:

- They control the objective marker in the centre of the battlefield.
- They destroyed at least one enemy unit that was within 6" of the centre of the battlefield at the start of their turn.

At the end of the battle, each player scores 3 victory points for each of the following conditions that they satisfy (for a maximum of 6 victory point per player):

- Their **WARLORD** is within range of the objective marker in the centre of the battlefield.
- Their opponent's **WARLORD** is destroyed.

WAR ZONE NACHMUND: GRAND TOURNAMENT – INCURSION

ASCENSION

WAR ZONE NACHMUND: GRAND TOURNAMENT – INCURSION

SURGE OF FAITH

MISSION BRIEFING

It is your task to lead an all-out assault to secure vital territory. Casualties will be heavy. But such is the price we must be willing to pay. Have faith and victory will be yours, and know that the fallen will be martyrs to be remembered forever more.

MISSION RULES

In this mission, units from both players army can attempt the following action, as described in the Warhammer 40,000 Core Book:

Surge of Faith (Action): One unit from your army can start to perform this action at the start of your Movement phase if it is within range of an objective marker that is not within your own deployment zone. Units with the Objective Secured ability (see the Warhammer 40,000 Core Book) or a similar rule can start to perform this action at the end of your Movement phase instead. A unit cannot start this action while any enemy units (excluding AIRCRAFT) are in range of the same objective marker. The action is completed at the end of your turn, provided the unit attempting it is still within range of the same objective marker.

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, purge them of the foe and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

SURGE OF FAITH

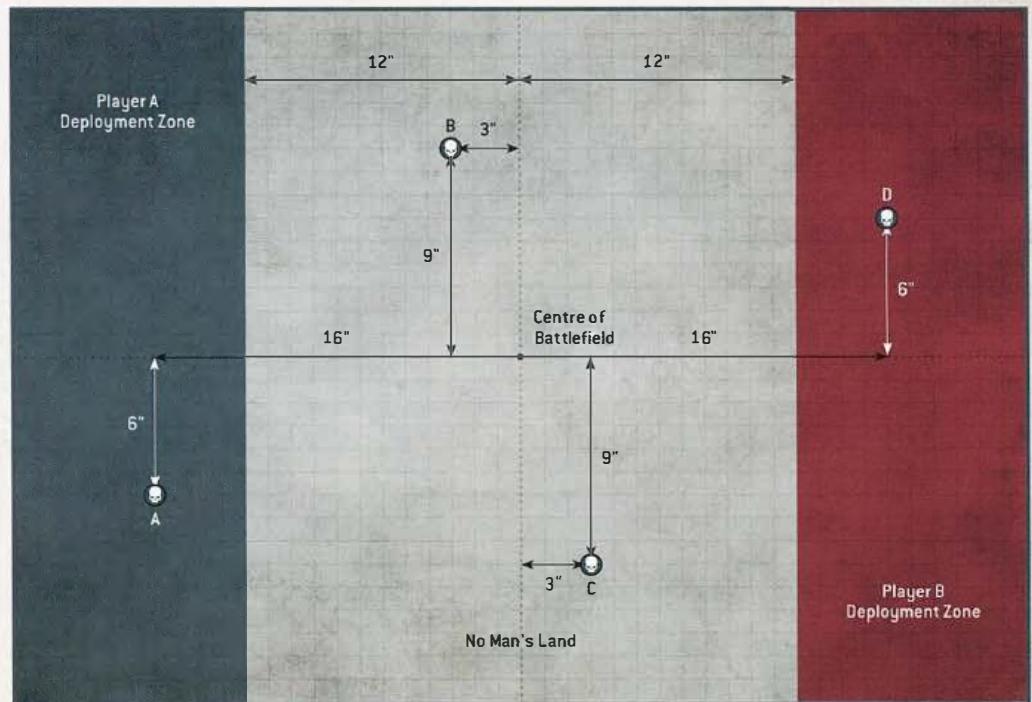
Progressive Objective

The signal has been received, the time for the assault is at hand. You must advance swiftly into no man's land to prevent your opponent seizing the battlefield. To fail is to bring shame, and show a severe lack of faith.

Each time a unit from your army successfully completes the Surge of Faith action (see left), you score a number of victory points depending on which objective marker this action was performed on, as follows:

OBJECTIVE MARKER	PLAYER A VICTORY POINTS	PLAYER B VICTORY POINTS
A	N/A	4
B	2	3
C	3	2
D	4	N/A

WAR ZONE NACHMUND: GRAND TOURNAMENT – INCURSION

SURGE OF FAITH

WAR ZONE NACHMUND: GRAND TOURNAMENT – INCURSION

RISE OF THE MACHINE SPIRIT**MISSION BRIEFING**

An ancient and deadly fortress lies dormant in orbit, but if you can inload the correct data-psalms at key locations, its machine spirit will awaken under our control.

MISSION RULES

In this mission, units from both players army can attempt the following action, as described in the Warhammer 40,000 Core Book:

Inload Data-psalm (Action): One or more units from your army can start to perform this action at the end of your Movement phase. Each unit that starts to perform this action must be within range of a different objective marker. A unit cannot start this action while any enemy units (excluding AIRCRAFT) are in range of the same objective marker. This action is completed at the end of your next Command phase, provided that the unit that was performing it is still in range of the same objective marker. If a unit with the Objective Secured ability (see the Warhammer 40,000 Core Book) or a similar rule successfully completes this action, that objective marker remains under that player's control unless their opponent controls it at the end of any subsequent phase, even if there are no models within range of it.

Binharic Interference: In this mission, Reinforcement units cannot be set up within range of any objective markers.

'Know where thine enemy lies. Know where they wilt sleep, where they might array for battle. An enemy whose disposition is known can be undone, and such work is the Emperor's work – that which all should strive to achieve in every waking moment.'

- *Tactica Imperium, Norde-Gothike translation, c. M36*

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD*Progressive Objective*

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, purge them of the foe and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

INLOAD DATA-PSALM*Progressive Objective*

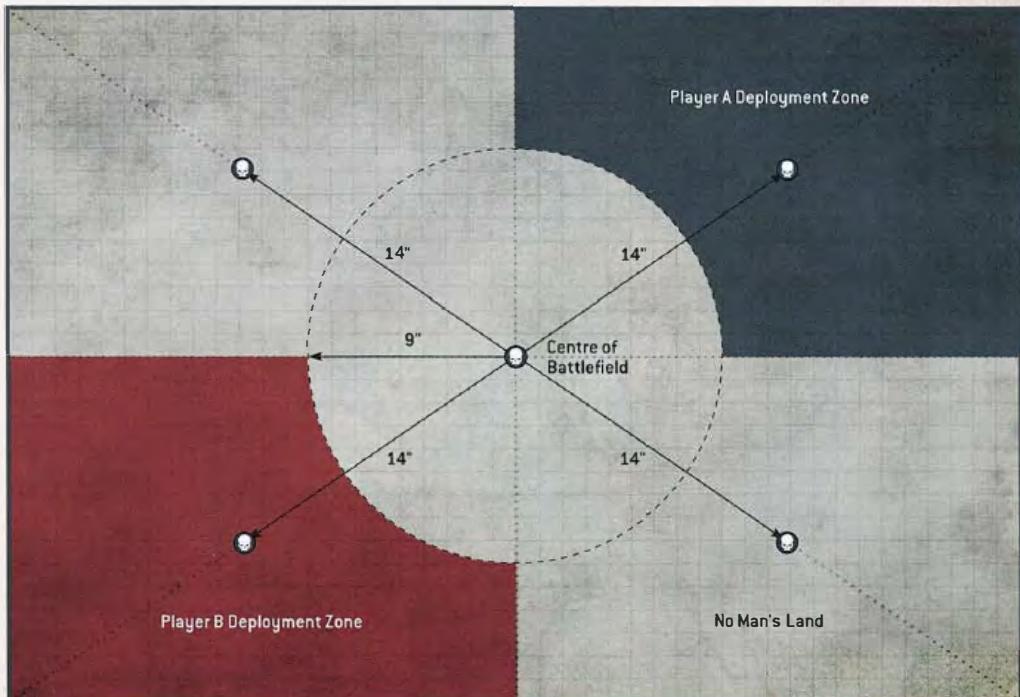
Your forces must make all haste to take control of core nodes identified in the vicinity, and perform the necessary rites to subvert the machine spirit of a mighty engine of war to our will.

At the end of each player's turn, if one or more units from that player's army successfully completed the Inload Data-psalm action during this turn, that player scores 1 victory point for each objective marker that they currently control (to a maximum of 3 victory points per player per turn).

WAR ZONE NACHMUND: GRAND TOURNAMENT – INCURSION

RISE OF THE MACHINE SPIRIT

Player A Battlefield Edge



Player B Battlefield Edge

WAR ZONE NACHMUND: GRAND TOURNAMENT – INCURSION

DISPLAY OF SPIRITUAL MIGHT

MISSION BRIEFING

A victory in battle is the greatest display of the superiority of our faith, and the weakness of that of our deluded foes. An opportunity to prove our superiority has presented itself. Take control of vital tactical sites and crush any who oppose you, but be careful to minimise your own losses, lest your forces be unable to consolidate and secure the newly won ground.

MISSION RULES

Secret Intel Inbound: In this mission, during the first and second battle rounds, neither player receives a Battle-forged CP bonus, but during the fourth and fifth battle rounds, at the start of each player's Command phase, the player whose turn it is receives 1 extra Command point from their Battle-forged CP bonus (typically this will mean that a player will gain 2CPs at the start of their Command phase).

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, purge them of the foe and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

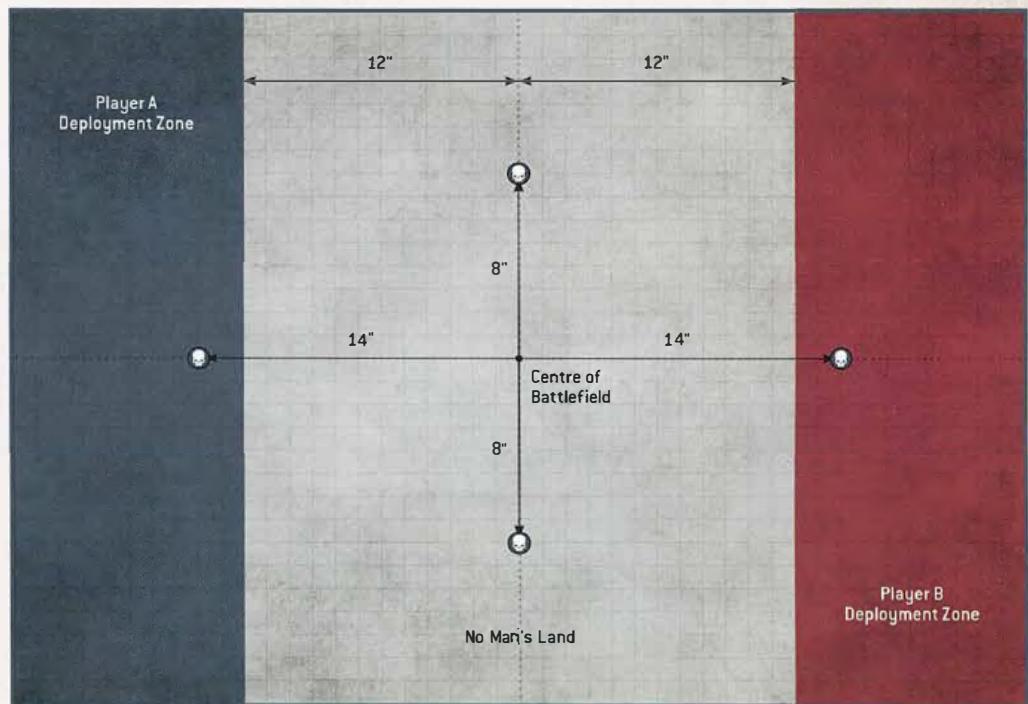
BREAK THEM, BODY AND SOUL

Progressive Objective

We wage two wars: one of strategy and one of faith. The two are intertwined. This battle is also one of tactics and conviction. If we are to consolidate our gains and prosecute the longer war, you must ensure that the enemy is made to bleed and despair.

At the end of each battle round, each player scores 1 victory point for each enemy unit that was destroyed during that battle round (to a maximum of 3 victory points per player per battle round). A unit can, if it is destroyed and resurrected for any reason (i.e. it was destroyed and subsequently returned to the battlefield), potentially count as having been destroyed several times for the purposes of this primary objective (assuming it is resurrected and subsequently destroyed several times over during the same battle round).

WAR ZONE NACHMUND: GRAND TOURNAMENT – INCURSION

DISPLAY OF SPIRITUAL MIGHT

WAR ZONE NACHMUND: GRAND TOURNAMENT – INCURSION

RECONNAISSANCE MISSION**MISSION BRIEFING**

You have been detailed to conduct vital reconnaissance ahead of a major offensive, but enemy patrols are also operating in this area. Use your rapid response units to secure tactical sites and conduct recon scans quickly, whilst your supporting forces destroy any hostiles you encounter.

MISSION RULES

In this mission, units from both players army can attempt the following action, as described in the Warhammer 40,000 Core Book:

ReconSweep (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker that has not been reconnoitred by a unit from your army (see below). A unit cannot start this action while there are any enemy units (excluding AIRCRAFT) in range of the same objective marker. If the unit that is performing this action has the Fast Attack battlefield role, or if it has the Objective Secured ability (see the Warhammer 40,000 Rule Book) or a similar, this action is completed at the end of your turn provided that unit is still in range of the same objective marker; otherwise, this action is completed at the start of your next Command phase, or at the end of the battle (whichever happens first), provided the unit that is performing this action is still in range of the same objective marker. If this action is successfully completed, that objective marker is said to have been reconnoitred by your army.

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD*Progressive Objective*

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, purge them of the foe and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

RECON SWEEP*End Game Objective*

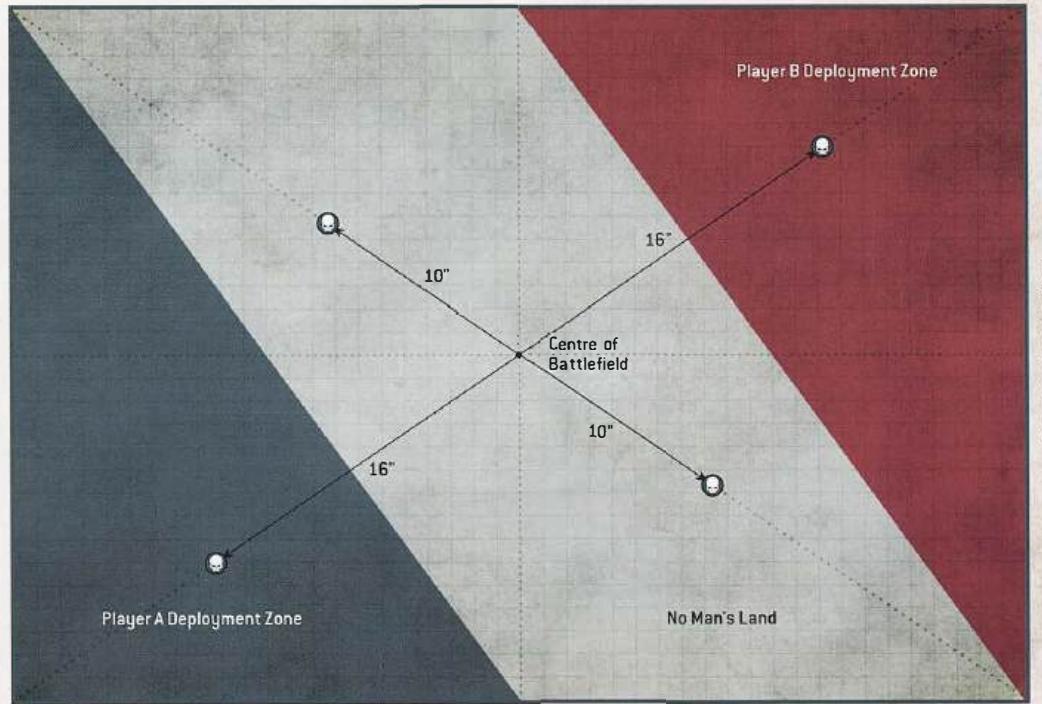
You must perform a thorough reconnaissance sweep to assess the strategic value of the local battlefield so our forces can be tactically deployed.

At the end of the battle, each player scores a number of victory points for the total number of objective markers on the battlefield that have been reconnoitred by their army (see left), as shown in the following table:

OBJECTIVE MARKERS RECONNOITRED BY YOUR ARMY	VICTORY POINTS
1	3
2	6
3	10
4	15

WAR ZONE NACHMUND: GRAND TOURNAMENT – INCURSION

RECONNAISSANCE MISSION









STRIKE FORCE MISSIONS

'Vigilus? Pah! I spit on the name! Its strength holds on by a thread, its armies made up of the desperate, the destitute and the deluded. They are zealous, that cannot be denied. Fanatical, even. But theirs is a not even a false-god. Nay, it is a false-emperor. They hold on to their faith tightly because they know, deep down within their souls, that they have nothing.'

- Haarken Worldclaimer



WAR ZONE NACHMUND: GRAND TOURNAMENT – STRIKE FORCE

RECOVER THE RELICS

MISSION BRIEFING

The battlefield is strewn with holy relics important to you and your enemy, whether for veneration or corruption. You must reclaim as many of these vital objectives as you can without sustaining unacceptable casualties in the process. No subject of worship wishes for all of their devoted followers to be slain.

MISSION RULES

Recover Relics: In this mission, a player only receives the Battle-forged CP bonus at the start of their Command phase if they control either one or more objective markers in their opponent's territory, or if they control one or more objective markers in no man's land. In addition, if at the start of their Command phase a player controls the objective marker in their opponent's deployment zone, that player receives 1 additional Command point (this is in addition to the Battle-forged CP bonus).

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, purge them of the foe and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

BREAK THEM, BODY AND SOUL

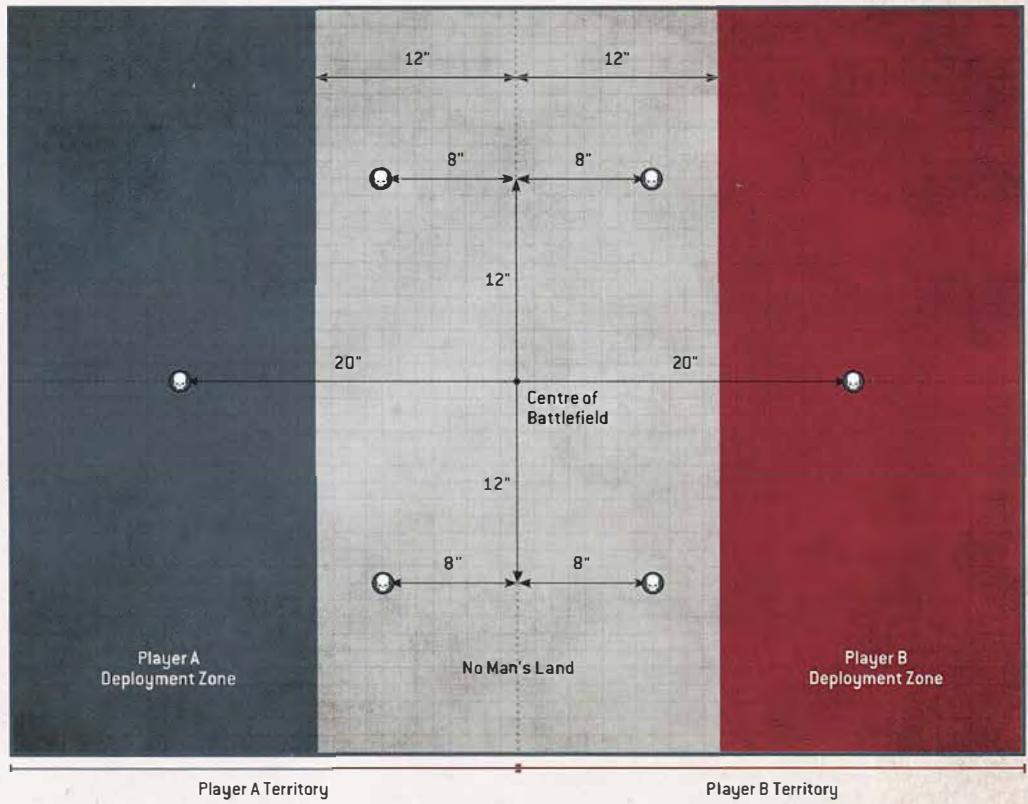
Progressive Objective

We wage two wars: one of strategy and one of faith. The two are intertwined. This battle is also one of tactics and conviction. If we are to consolidate our gains and prosecute the longer war, you must ensure that the enemy is made to bleed and despair.

At the end of each battle round, each player scores 1 victory point for each enemy unit that was destroyed during that battle round (to a maximum of 3 victory points per player per battle round). A unit can, if it is destroyed and resurrected for any reason (i.e. it was destroyed and subsequently returned to the battlefield), potentially count as having been destroyed several times for the purposes of this primary objective (assuming it is resurrected and subsequently destroyed several times over during the same battle round).

WAR ZONE NACHMUND: GRAND TOURNAMENT – STRIKE FORCE

RECOVER THE RELICS



WAR ZONE NACHMUND: GRAND TOURNAMENT – STRIKE FORCE

TEAR DOWN THEIR ICONS

MISSION BRIEFING

The time for a decisive strike against the foe is nigh. The foe's blasphemous icons have been identified and their continued existence can no longer be tolerated. Spread ruination throughout the enemy's territory, tear down their icons and leave nothing but heaped corpses and blazing ruins in your wake!

MISSION RULES

In this mission, units from both players army can attempt the following actions, as described in the Warhammer 40,000 Core Book:

Primed Explosives (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is wholly within your opponent's territory and it is more than 9" away from any Primed Explosives objective markers (see below). If the unit performing this action has the Objective Secured ability (see the Warhammer 40,000 Core Book) or a similar rule, this action is completed at the end of your turn; otherwise, it is completed at the end of your next Command phase. If this action is successfully completed, set up 1 Primed Explosives objective marker on the battlefield that is wholly within your opponent's territory and wholly within 3" of the unit that completed this action - this represents a cache of Primed Explosives, but does not count as an objective marker for any rules purposes other than for the Defuse Explosives action and the Detonation primary objective (see right).

Defuse Explosives (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within range of a Primed Explosives objective marker within your own territory and no enemy units (excluding AIRCRAFT) are within range of the same Primed Explosives objective marker. This action is completed at the end of your turn provided the unit attempting it is still within range of the same Primed Explosives objective marker. If this action is successfully completed, roll one D6 and add 3 to the result if the unit that performed this action has the Objective Secured ability or a similar rule: on a 4+, remove that Primed Explosives objective marker from the battlefield.

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, purge them of the foe and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

DETONATION

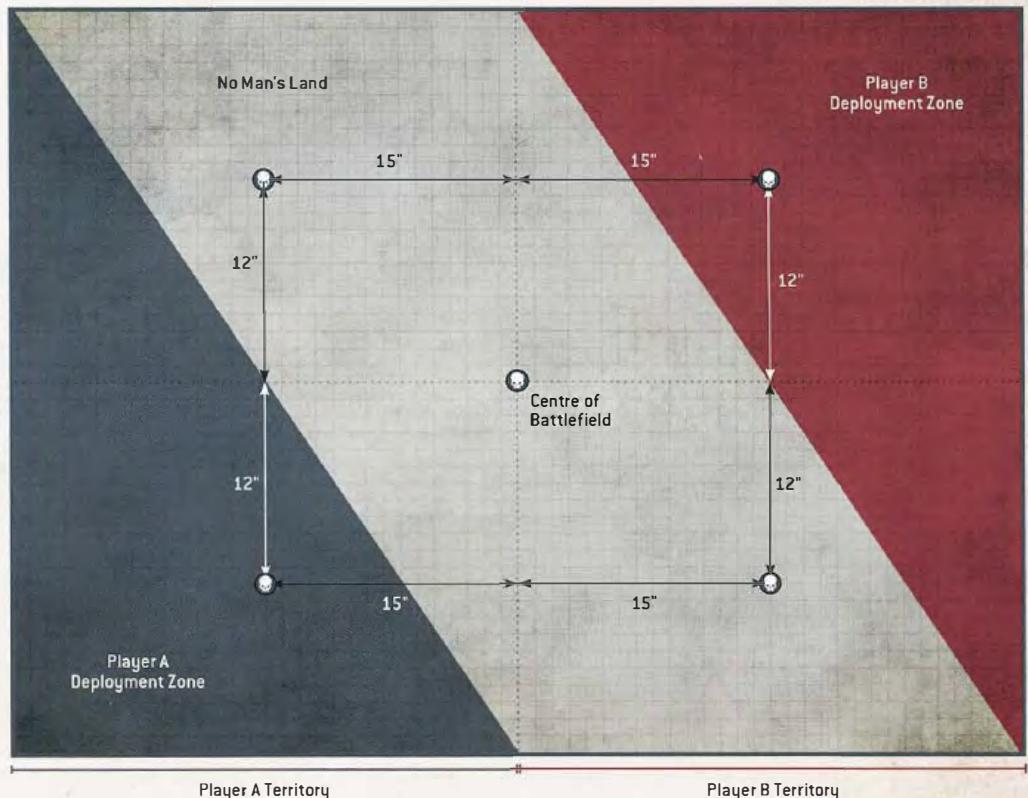
End Game Objective

Holy sites have been identified that our scouts believe are critical to the enemy's war efforts and morale in this region. Storm these sites, slaughter any that stand sentry there and burn everything to the ground.

At the end of the battle, each player scores 4 victory points for each Primed Explosives objective marker that is within their opponent's territory (to a maximum of 15 victory points per player).

WAR ZONE NACHMUND: GRAND TOURNAMENT – STRIKE FORCE

TEAR DOWN THEIR ICONS



WAR ZONE NACHMUND: GRAND TOURNAMENT – STRIKE FORCE

DATA SCRy-SALVAGE**MISSION BRIEFING**

Important tactical information must be captured. Key data-terminals have been detected, but the machine spirits of several must be slaved to your data-tethers at the same time if you are to intercept the intelligence you need.

MISSION RULES

In this mission, units from both players army can attempt the following action, as described in the Warhammer 40,000 Core Book:

Data Intercept (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within range of the objective marker within its own deployment zone and no enemy units (excluding AIRCRAFT) are within range of that objective marker. This action is completed at the end of your turn, provided the unit attempting it is still within range of that objective marker.

Data Terminals: In this mission, if a player controls an objective marker that is in no man's land and at the end of their Command phase and one or more of their units that are in range of it has the Objective Secured ability (see the Warhammer 40,000 Core Book) or a similar rule, it remains under that player's control unless their opponent controls it at the end of any subsequent phase, even if there are no models within range of it.

PRIMARY OBJECTIVES

This mission has two primary objectives.

DOMINATION*Progressive Objective*

You are charged with the total domination of the battlefield; storm every site of tactical import lest they fall into enemy hands.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control two or more objective markers
- They control three or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored during the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

DATA INTERCEPT*Progressive Objective*

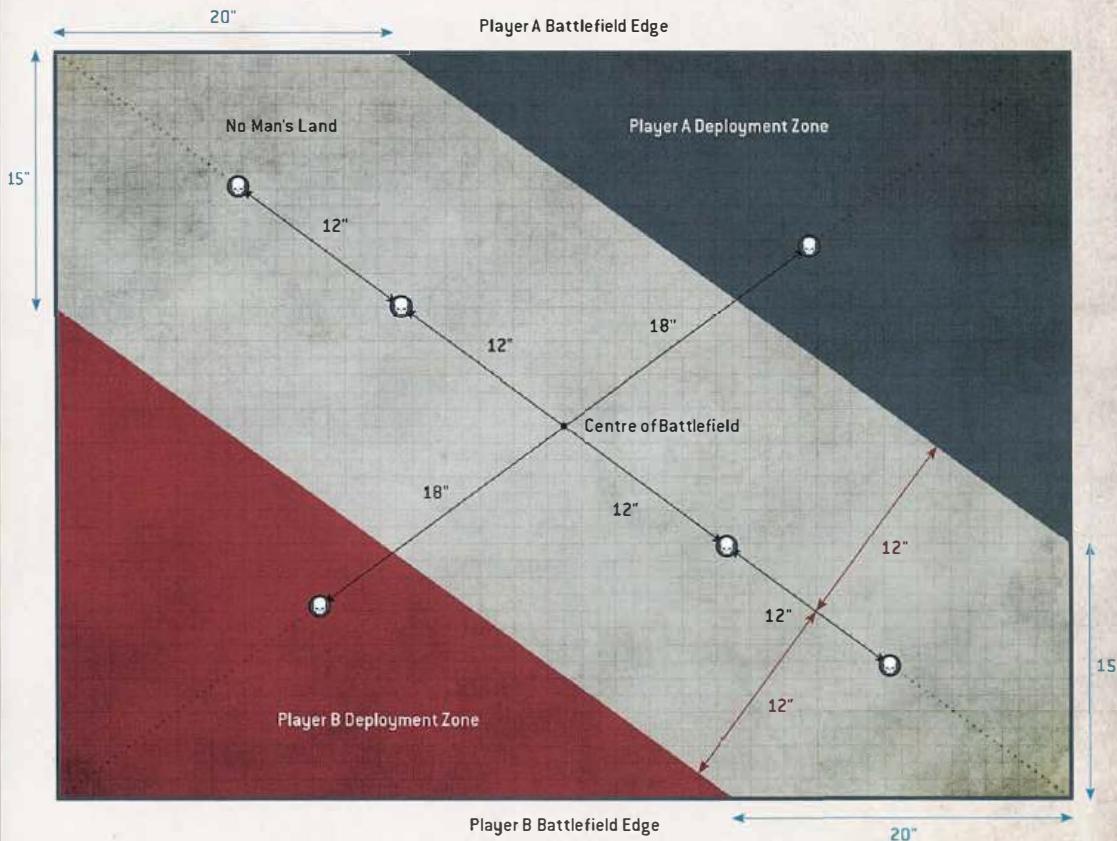
Your forces must successfully attach specialised wargear to take control of several critical data-terminals in the area, if we are to successfully extract the information we need.

Each time a unit from your army successfully completes the Data Intercept action (see left), you score a number of victory points equal to the number of objective markers you currently control that are in no man's land, to a maximum of 3 victory points per action.

WAR ZONE NACHMUND: GRAND TOURNAMENT – STRIKE FORCE

DATA SCRYSALVAGE

Designer's note: This battlefield uses diagonal measurements. The shortest distance between the two deployment zones is 24". The deployment map includes some measurements in blue that help make finding the corners of the deployment zones easier on a battlefield that is approximately 44" x 60".



WAR ZONE NACHMUND: GRAND TOURNAMENT – STRIKE FORCE

ABANDONED SANCTUARIES

MISSION BRIEFING

Between two armies lies a ruined battlescape in which there are numerous abandoned sanctuaries; once places of religious worship, now they lie broken and ruined, the bodies of the priests and acolytes who tended them still rotting within. Such ruination must be avenged, and such damage must be restored. But your foe will not allow this – knowing that the war for the soul is as equally vital in the ongoing conflict as the war for the lands.

MISSION RULES

No Man's Land: If a unit has a pre-battle rule that allows it to be set up anywhere on the battlefield, that unit cannot be set up in no man's land. If a unit has a rule that allows it to make a move before the first turn begins, it cannot end that move in no man's land. If any rule is used to redeploy a unit, that rule cannot be used to set that unit up in no man's land.

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, purge them of the foe and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

SECURE THE SANCTUARIES

Progressive and End Game Objective

The sanctuaries must be secured at any cost. Protect your forces as they advance into the enemy's fire lanes and destroy any foes who would dare stand in our way.

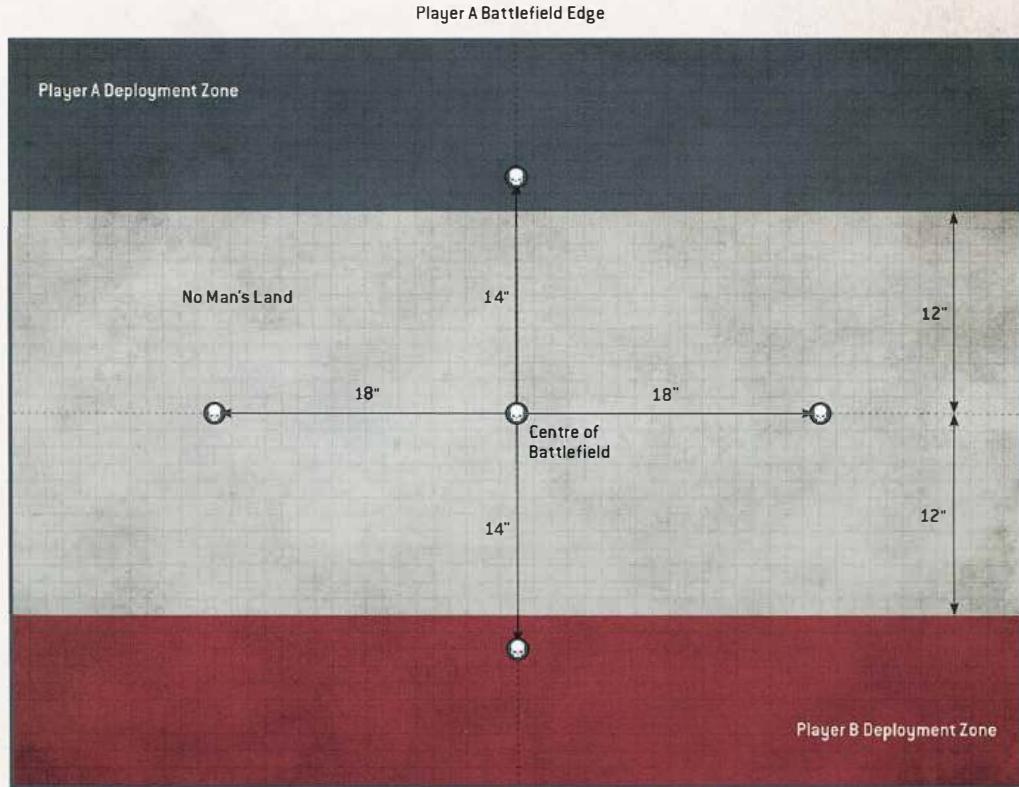
At the end of each player's turn, the player whose turn it is scores 2 victory points if they satisfy at least one of the following conditions:

- They control the objective marker in the centre of the battlefield.
- They destroyed at least one enemy unit that was within 6" of the centre of the battlefield at the start of their turn.

At the end of the battle, whichever player controls the objective marker in the centre of the battlefield scores 5 victory points.

WAR ZONE NACHMUND: GRAND TOURNAMENT – STRIKE FORCE

ABANDONED SANCTUARIES



WAR ZONE NACHMUND: GRAND TOURNAMENT – STRIKE FORCE

CONVERSION

MISSION BRIEFING

Your foe will not accept that their defeat is inevitable, and corrupts lands rightfully yours with their blasphemous, oppressive presence. You must break them through force, seize the territory they so wrongfully have claimed for themselves, and convert it and all within to the true faith. This will require iron determination, fierce leadership, full hearts and prayers fresh upon the lips of all.

MISSION RULES

Leading From the Front: In this mission, a player only receives the Battle-forged CP bonus at the start of their Command phase if their **WARLORD** is on the battlefield, or they are embarked on a **TRANSPORT** model that is on the battlefield.

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, purge them of the foe and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

CORRUPTED GROUND

Progressive Objective

It is vital that we oust the blasphemous curs from the ground they stand on. Draw your battle plans and despatch your forces accordingly.

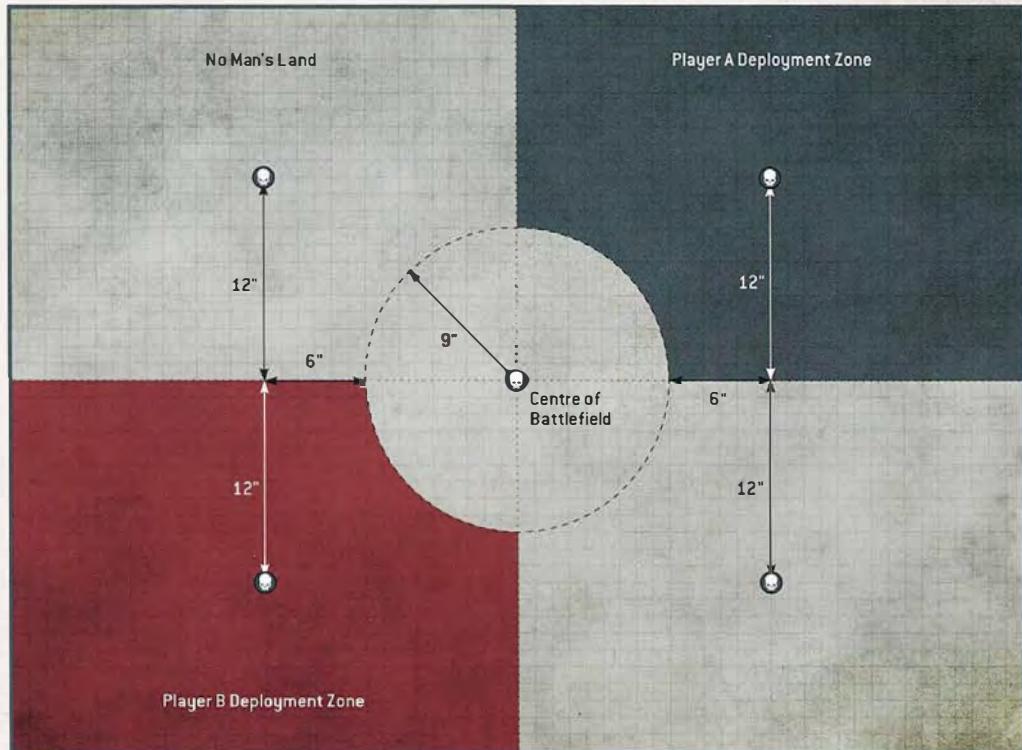
At the end of each player's turn, the player whose turn it is:

- Scores 4 victory points if they control the objective marker in their opponent's deployment zone.
- Scores 2 victory points if they control one or more objective markers that are in no man's land.
- Loses 1 victory point if they do not control the objective marker in their own deployment zone.

A player's victory point score can never be reduced to less than 0.

WAR ZONE NACHMUND: GRAND TOURNAMENT – STRIKE FORCE CONVERSION

Player A Battlefield Edge



Player B Battlefield Edge

WAR ZONE NACHMUND: GRAND TOURNAMENT – STRIKE FORCE

THE SCOURING

MISSION BRIEFING

Both sides are sweeping through the area, tasking scout units to identify and scan sites of strategic and sacred import. However, not all sites are of equal worth – victory will go to the warlord who can secure the most valuable sites and cripple the enemy's ability to locate others.

MISSION RULES

In this mission, units from both players army can attempt the following action, as described in the Warhammer 40,000 Core Book:

Auspex Scan (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker that has not been scanned by a unit from your army (see below). A unit cannot start this action while there are any enemy units (excluding AIRCRAFT) in range of the same objective marker. This action is completed at the start of your next Command phase, or at the end of the battle (whichever happens first), provided the unit attempting it is still in range of the same objective marker. If this action is successfully completed, that objective marker is said to have been scanned by your army.

'Much of our world remains in a state of ruin. Many sites sacred to the Emperor remain hidden, buried, or befouled by the alien, the mutant, the traitor and the heretic. We must find them and restore them. Such displays of faith will surely draw the Emperor's favour, and thus the doom of the heretic invaders will come about all the more swiftly.'

- Deacon third-class Arentile du Monsell

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, purge them of the foe and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

STRATEGIC SCAN

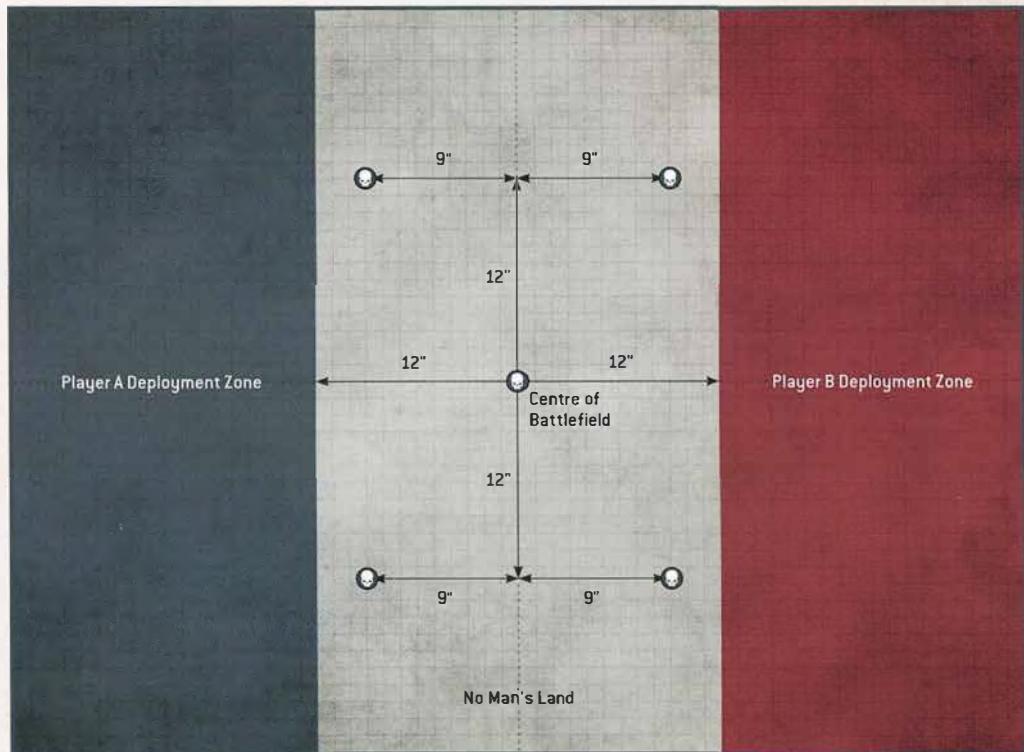
End Game Objective

Your forces must secure and control strategic sites in the area long enough for your reconnaissance units to perform their scans and transmit the intelligence back to high command.

At the end of the battle, each player scores 3 victory points for each objective marker on the battlefield that has been scanned by their army (see left).

WAR ZONE NACHMUND: GRAND TOURNAMENT – STRIKE FORCE

THE SCOURING



WAR ZONE NACHMUND: GRAND TOURNAMENT – STRIKE FORCE

TIDE OF CONVICTION

MISSION BRIEFING

Your forces' morale is strong, nigh unbreakable, its conviction in its cause and faith greater than ever. Every warrior is determined to fight, to kill the foe and claim territory. Now is the time to swoop over the battlefields, capitalising on the fury and momentum of your forces. Buoyed on their reserves of belief, your forces cannot fail to completely overrun the enemy.

MISSION RULES

Supply Lines: In this mission, a player only receives the Battle-forged CP bonus at the start of their Command phase if they control the objective marker in their own deployment zone.

PRIMARY OBJECTIVES

This mission has two primary objectives.

DOMINATION

Progressive Objective

You are charged with the total domination of the battlefield; storm every site of tactical import lest they fall into enemy hands.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control two or more objective markers
- They control three or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored during the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

OVERRUN

Progressive and End Game Objective

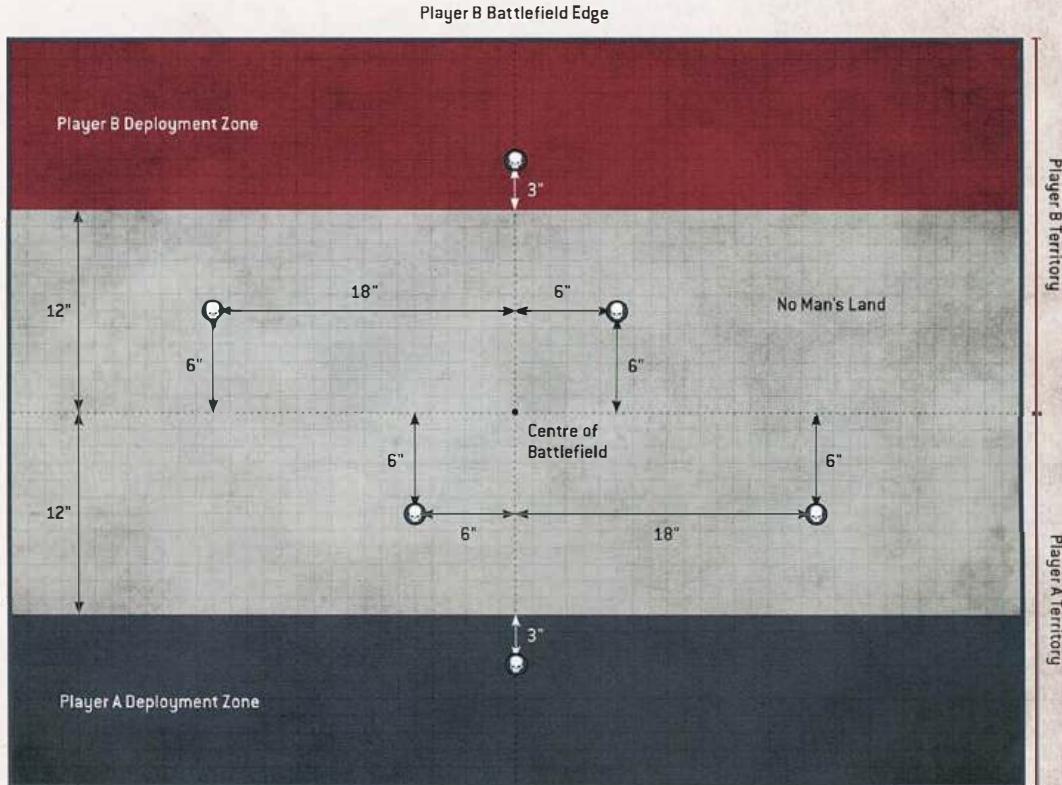
The enemy is attempting to establish a foothold in this region. Teach them the error of their ways and show them that glorious power of your conviction can never be thwarted! Redouble your efforts to control the battlefield by seizing your opponent's staging posts before they can dig in.

At the end of each player's first, second, third and fourth turn, the player whose turn it is scores 2 victory points if they control at least one objective marker in their opponent's territory.

At the end of the battle, each player scores 4 victory points if they control the objective marker in their opponent's deployment zone, and 2 victory points for each other objective marker that they control that is in their opponent's territory (for a maximum of 8 victory points per player).

WAR ZONE NACHMUND: GRAND TOURNAMENT – STRIKE FORCE

TIDE OF CONVICTION



WAR ZONE NACHMUND: GRAND TOURNAMENT – STRIKE FORCE

DEATH AND ZEAL

MISSION BRIEFING

Both forces are moving forward to capture as much ground as possible, purging strategically and morally important sites of enemies as they move. Some warlords prefer a systematic sweep of the surrounding areas, whilst others favour a more bold, direct attack into the heart of the enemy lines. Regardless, there will be much death to come, and every warrior will rely on their zeal above all to see them through the day and to victory.

MISSION RULES

Objective Purged: In this mission, if a player controls an objective marker at the end of their Command phase and one or more of their units that are in range of it has the Objective secured ability (see the Warhammer 40,000 Core Book) or a similar rule, it remains under that player's control unless their opponent controls it at the end of any subsequent phase, even if there are no models within range of it.

'Slay! Purge! Burn! Do not cease! Each one of the heretic filth would see your homes ruined, your shrines to the Emperor desecrated. Men and women of Vigilus, our world still holds, and will always hold, by your faith, your belief, your zeal. Show these worshippers of darkness how wrong they are, how evil they are. Make their last thoughts be of agonising regret before dying upon your bayonets or to waves of your holy las-fire!'

- Battle-Priest Zupñlas Mifur

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, purge them of the foe and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

DIRECT ASSAULT

Progressive Objective

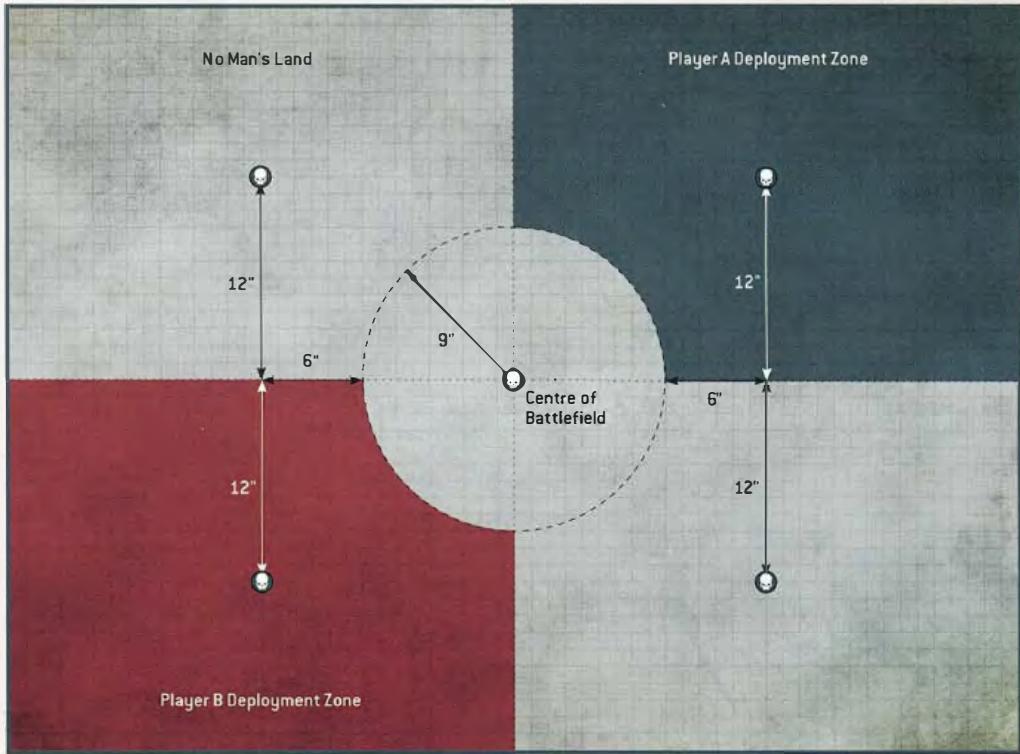
A direct assault on enemy-held positions is demanded by your betters. Meet the foe head on, annihilate them in their entirety and thus ensure the landscape is free of their vile presence all while securing the battlefield.

At the end of each player's turn, the player whose turn it is scores 2 victory points if they satisfy one of the following conditions, or 3 victory points if they satisfy both of the following conditions:

- They control every objective marker on the battlefield or they control at least one objective marker that they did not control at the start of their turn.
- They destroyed at least one enemy unit that was in range of an objective marker at the start of their turn.

WAR ZONE NACHMUND: GRAND TOURNAMENT – STRIKE FORCE **DEATH AND ZEAL**

Player A Battlefield Edge



Player B Battlefield Edge

WAR ZONE NACHMUND: GRAND TOURNAMENT – STRIKE FORCE

SECURE MISSING ARTEFACTS

MISSION BRIEFING

Intelligence reports indicate precious relics were being transported through this region, before their escorts were killed. Their exact whereabouts are yet to be confirmed. Locate and secure the artefacts at all costs - we cannot allow them to fall into the enemy hands. Honour and faith demand it.

MISSION RULES

Precious Objectives: After players have chosen their deployment zones, but before they declare reserves and transports, the players reposition the objective markers labelled A and B as described below:

- First, the Attacker repositions either one objective marker labelled A or one objective marker labelled B.
- Secondly, the Defender repositions one objective marker labelled A and one objective marker labelled B (an objective marker cannot be repositioned more than once).
- Finally, the Attacker repositions the last objective marker labelled A or B that has yet to be repositioned.

In all cases, when an objective marker is repositioned, you set it up wholly within 6" horizontally of its original position, and not on or within any Obstacles or Defensible Terrain features.

After all objective markers have been repositioned, each player secretly notes down one of the objective markers that is within their opponent's territory to be a Priority objective marker (this cannot be the objective marker in the centre of the battlefield). After both players have deployed their armies, they then reveal their choices to their opponent.

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, purge them of the foe and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

PRECIOUS ARTEFACTS

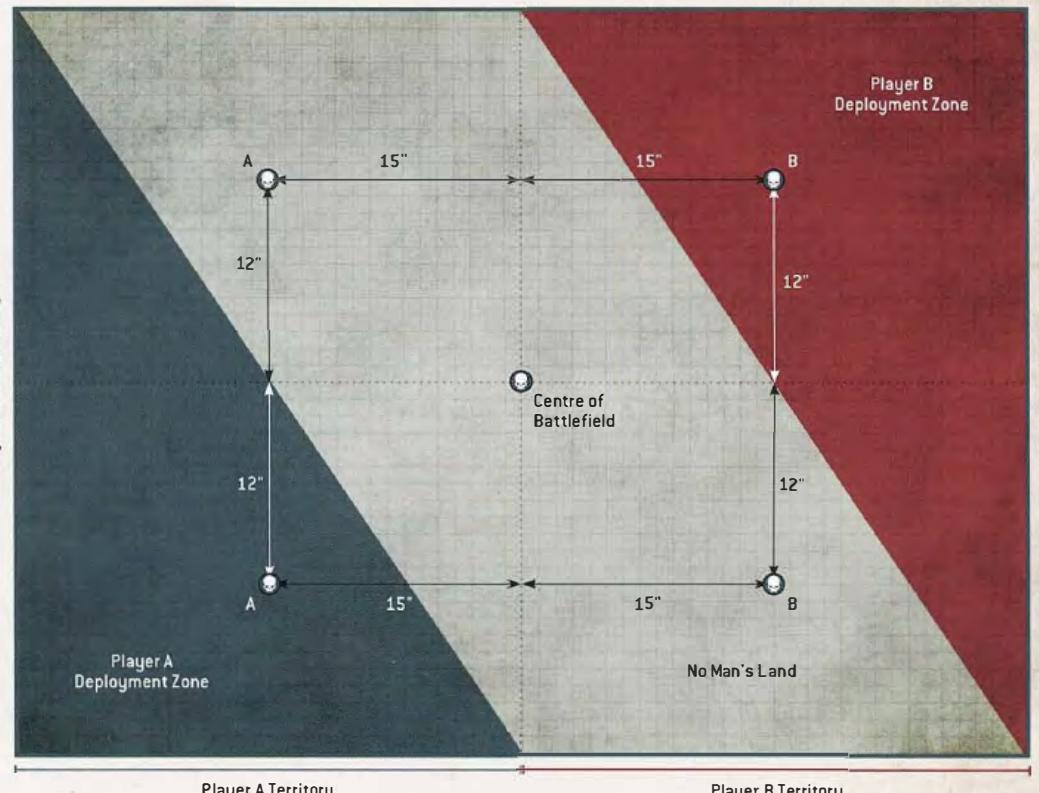
Progressive Objective

The recovery of the relics being transported through the region are vital to demonstrate our faith, and the morale of our people. Spare no efforts in securing them and ensuring that they do not fall into enemy hands.

At the end of each player's turn, the player whose turn it is scores 3 victory points if they control the Priority objective marker that is in their own territory.

WAR ZONE NACHMUND: GRAND TOURNAMENT – STRIKE FORCE

SECURE MISSING ARTEFACTS



TOURNAMENT SCORING SHEET

Battle Size	Incursion* Strike Force* *Delete as required	Mission
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Attacker's Name					
Battle Round	Victory Points Scored				
	Primary Objective 1 Take and Hold* Domination* *Delete as required	Primary Objective 2	Secondary Objective 1	Secondary Objective 2	Secondary Objective 3
1					
2					
3					
4					
5					
End Game					
Objective totals	/45		/15		/15
Battle Ready Score	Army was Battle Ready = +10 victory points* Army was not Battle Ready = +0 victory points*				
	*Delete as required				
					Victory Points Total /100

Defender's Name					
Battle Round	Victory Points Scored				
	Primary Objective 1 Take and Hold* Domination* *Delete as required	Primary Objective 2	Secondary Objective 1	Secondary Objective 2	Secondary Objective 3
1					
2					
3					
4					
5					
End Game					
Objective totals	/45		/15		/15
Battle Ready Score	Army was Battle Ready = +10 victory points* Army was not Battle Ready = +0 victory points*				
	*Delete as required				
					Victory Points Total /100

Result	Attacker wins*	Defender wins*	Draw*
	*Delete as required		

DEFENDER



THE ULTIMATE COMPETITIVE MISSION PACK FOR WARHAMMER 40,000

Within this War Zone Nachmund mission pack you will find the rules required to play a Grand Tournament game. This mission pack has been specifically designed for use in competitive matched play games to ensure both players have a fun and fair gaming experience. As a result, this mission pack will provide players with the ultimate test of their tactical skills on the battlefield and is ideal for use at any Warhammer 40,000 competition or tournament.

Inside you will find:

Nine Incursion and nine Strike Force Grand Tournament missions.



Chapter Approved secondary objectives, designed to further enhance the competitive nature of these missions.



A blank scoring sheet you can photocopy for use in your games.

You will need a copy of the Warhammer 40,000 Core Book to play the missions in this book.