**Player Name:**

_____

## Set up and play each round by following the instructions below

1. If the mission has a RELIC primary or secondary objective, place the RELIC objective(s) as described in the mission. NOTE: Any RELIC objective(s) count as objectives for determining where other objectives can be placed!

2. Players roll off for the remaining set-up tasks. The winner of this roll-off is referred to as ATTACKER, the loser of this roll off is referred to as DEFENDER.

3. If the mission requires the placement of any RETRIEVAL objective markers, players take turns placing those markers beginning with ATTACKER.

4. DEFENDER rolls to determine which Standard Deployment Map will be used.

5. ATTACKER chooses their deployment zone. If the mission requires the placement of any SECURE AND CONTROL objectives, both players place those now, beginning with the ATTACKER.

6. Players alternate deploying units, beginning with ATTACKER.

7. After both players have completed deployment, the players will roll-off. The player who finished deploying their army first gets +1 to this roll. The winner of this roll may decide to go first or second.

8. The player going second may attempt to Seize the Initiative by rolling a D6. On a roll of 6, they manage to seize the initiative and will get the first turn instead.

## Objectives

Distance to objectives are always measured from the center of the objective marker.

## Deploying Fortifications

You may not move terrain pieces when deploying Fortifications. You may not place Fortifications on top of or inside of any terrain. If it is IMPOSSIBLE for you to place a Fortification in your deployment zone, call a judge IMMEDIATELY and DO NOT BEGIN DEPLOYING.

## Kill Points

In any mission that has a Kill Point element, the following mission rules apply:

- A unit is considered to be "destroyed" when the last remaining model in the unit is finally removed from play or has been removed from play at the time that the game ends.

- Some missions have rules that apply if a specific unit earns a Kill Point. A unit earns a Kill Point only if it directly inflicts the final wound required to remove an enemy unit from play. Enemy units that are removed from play due to failing Morale Checks, vehicle explosions, or self-inflicted wounds from any source (e.g., Perils of the Warp, Demonic Ritual, etc.) are not considered to have been removed from play by a specific enemy unit.

- All multi-model units are worth 1 Kill Point ("KP") when destroyed.

- All single-model units have a base value of 1KP per 8 wounds or fraction thereof (i.e., 1-8 Wounds = 1KP, 9-16 Wounds = 2KP, etc.). You immediately earn 1KP each time you inflict 8 wounds on the same single-model unit. (NOTE: This means that a unit that regains Wounds that it has lost may actually yield more KP than its base value.)

- All character units are worth one additional KP.

- All Lord of War units are worth one additional KP.

- *Examples: A unit of Terminators is worth 1KP, because it is a multi-model unit. A Rhino (10W) is worth 2KP. You earn 1KP immediately upon inflicting 8W on a single Rhino. A Daemon Prince (8W) is worth 2KP (1KP for 8W, +1 for being a Character). A Cerastus Knight Acheron (27W) is worth 5KP (4KP for 27W, +1 for being a Lord of War). Roboute Guilliman (9W) is worth 4 KP (2KP for 9W, +1 for being a Character, +1 for being a Lord of War).*

## Alternative First Blood

Tertiary Objective - Alternative First Blood. If your opponent's unit, of any kind, is the FIRST unit to be destroyed during the battle is earns the opposing player this tertiary objective. If one of your units is destroyed during the SAME Battle Round, your opponent ALSO earns this tertiary objective.

## Tabling

In the event that the game ends due to a SUDDEN DEATH condition, the surviving player must play out the remainder of the game and score the round appropriately.

## Concession

In the event that one player concedes, that player removes all of their remaining models from the table. Those models are all counted as destroyed. The surviving player then plays out the remainder of the game and scores the round appropriately.

## Cover Rules Addendum

All units gain the benefit of cover so long as EVERY model in the entire unit is at least 50% obscured from the point of view of ANY firing model. Models may be obscured by any source, including terrain features and other models.

(This expressly overrides the ruling on Page 3 of the Warhammer 40,000 Rulebook FAQ v1.1 requiring non-infantry models to be on or within terrain to claim a cover benefit by being obscured.)
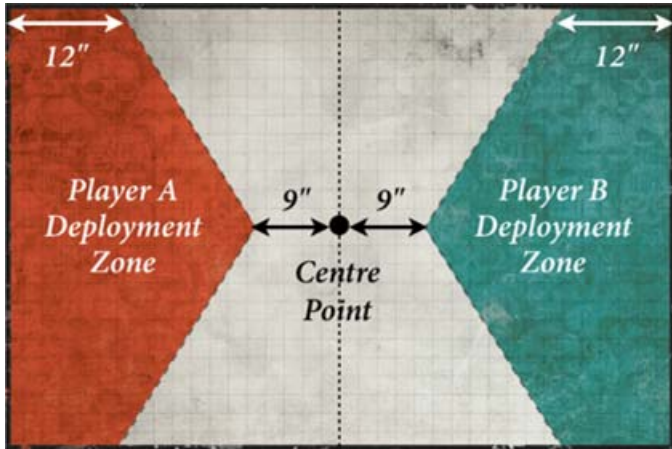
## Beta Rules

**BETA Psychic Focus**
With the exception of Smite [italicize if possible], each psychic power can be attempted only once per turn, rather than once per psyker per turn. In addition, subtract 1 from the result of any psychic test taken when attempting to manifest Smite [italic] for each other attempt (whether successful or not) that has been made to manifest Smite during this Psychic phase.
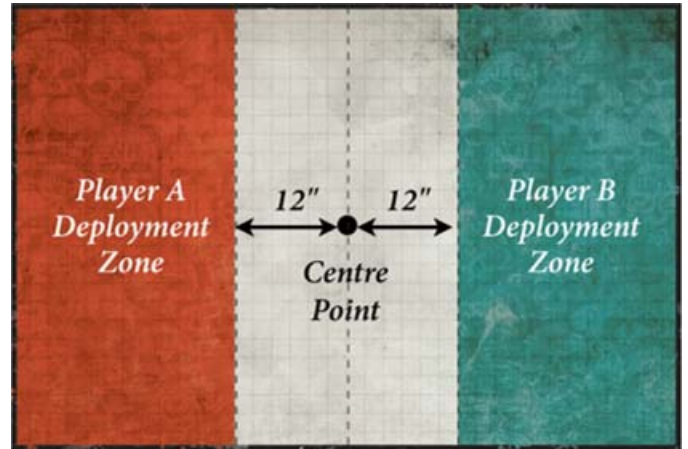
**BETA Targeting Characters**
An enemy CHARACTER with a Wounds characteristic of less than 10 can only be chosen as a target in the Shooting phase if it is both visible to the firing model and it is the closest enemy unit to the firing model. Ignore other enemy CHARACTERS with a Wounds characteristic of less than 10 when determining if the target is the closest enemy unit to the firing model.
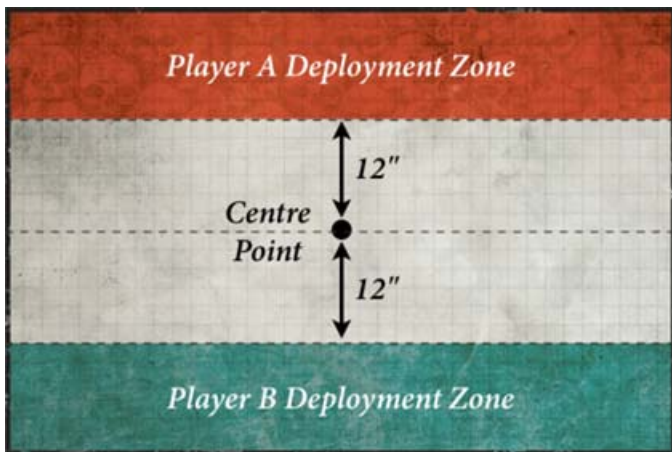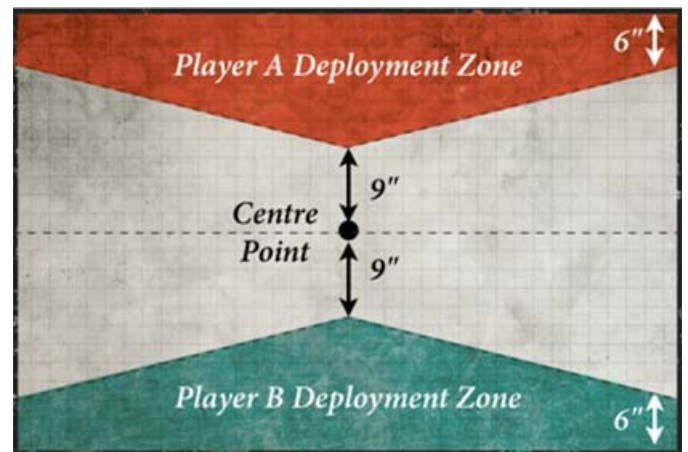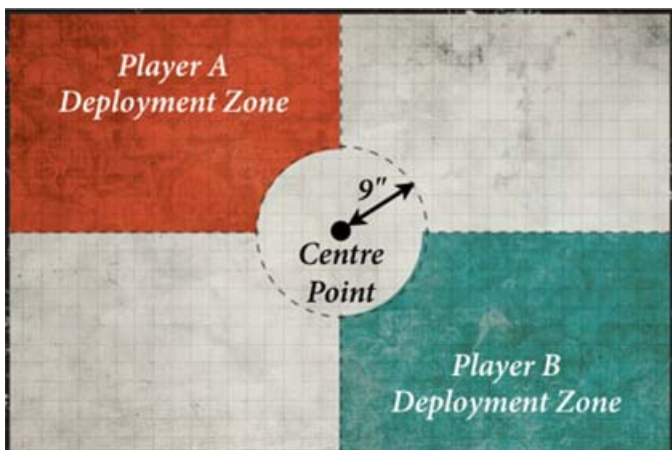
## 1. Spearhead Assault

12"

Player A Deployment Zone

9"  9"

Centre Point

Player B Deployment Zone

12"

## 4. Hammer and Anvil

Player A Deployment Zone

12"  12"

Centre Point

Player B Deployment Zone

## 2. Dawn of War

Player A Deployment Zone

12"

Centre Point

12"

Player B Deployment Zone

## 5. Front-Line Assault

Player A Deployment Zone

6"

9"

Centre Point

9"

Player B Deployment Zone

6"

## 3. Search and Destroy

Player A Deployment Zone

9"

Centre Point

Player B Deployment Zone

## 6. Vanguard Strike

Player B Deployment Zone

12"

12"

Centre Point

Player A Deployment Zone
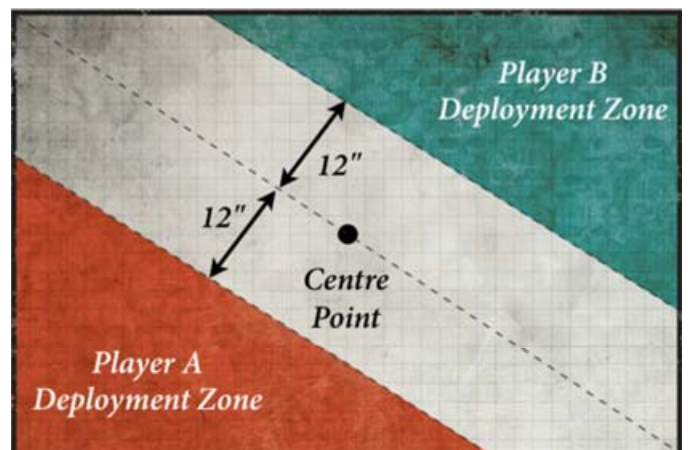
# Mission 3 - Firestorm

## Set Up

Players place 6 RETRIEVAL objective markers per normal objective rules BEFORE rolling to determine deployment map or choosing deployment zones.

## Primary Objective = Modified Progressive

Beginning in the SECOND Battle Round, at the beginning of their own turn, the active player scores 1 Victory Point for each RETRIEVAL objective they control.

ALTERNATIVELY, if the active player controls an objective located within their opponent's deployment zone, they may -- instead of scoring that objective normally -- choose to RAZE the objective. That player scores D3 Victory Points for that objective and then removes that objective from the table.

Each player totals their VP and consults the Margin of Victory chart:

| Victory Points | Battle Points |
|---|---|
| Triumph (9+ VP Margin) | Win = 18 points <br> Loss = 0 points |
| Victory (6-8 VP Margin) | Win = 14 points <br> Loss = 3 points |
| Success (3-5 VP Margin) | Win = 12 points <br> Loss = 4 points |
| Pyrrhic (1-2 VP Margin) | Win = 10 points <br> Loss = 5 points |
| Draw (0 VP Margin) | Draw = 7 points |

## Secondary Objective = Marked For Death

Immediately before the ATTACKER player deploys their first unit, each player chooses 3 of their opponent's units to Mark for Death.

Kill ANY of the units you Marked for Death = 3BP.

Kill ALL of the units you Marked for Death = +3BP.

Kill MORE of the units that you Marked for Death than your opponent = +3BP.

## Tertiary Objective

*Alternative First Blood*, Linebreaker, and Slay the Warlord are each worth 2 Battle Points.

**1ˢᵗ FAVORITE OPPONENT** _____

**2ⁿᵈ FAVORITE OPPONENT** _____

**3ʳᵈ FAVORITE OPPONENT** _____

| Your Name: | | | | Opponent's Name: | | | | Turn # Finished: _____ |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | Random Game Length ☐ |
| Primary | Second | Tertiary | Total | Primary | Second | Tertiary | Total | Concession / Tabling ☐ |
| | | | | | | | | Called on Time ☐ |

# Mission 2 – Assassination!

## Set Up

Place one RELIC objective in the center of the table.

## Primary Objective = High Value Targets

After determining deployment zones but before deploying any units, each player secretly identifies 4 units in their opponent's army as High Value Targets (HVTs). Players reveal these units before the first player deploys their first unit.

Players earn Victory Points based on the identity and number of the HVTs destroyed.

Players earn the VPs equal to the Kill Points of each HVT destroyed PLUS:

Kill MORE HVTs than your opponent: +3VP
Kill ALL of your designated HVTs: +3VP

Each player totals their VP and consults the Margin of Victory chart:

| Victory Points | Battle Points |
|---|---|
| Triumph (7+ VP Margin) | Win = 18 points<br>Loss = 0 points |
| Victory (4-6 VP Margin) | Win = 14 points<br>Loss = 3 points |
| Success (2-3 VP Margin) | Win = 12 points<br>Loss = 4 points |
| Pyrrhic (1 VP Margin) | Win = 10 points<br>Loss = 5 points |
| Draw (0 VP Margin) | Draw = 7 points |

## Secondary Objective = Modified Relic

Use the rules in the 8th Edition Warhammer 40K Rulebook for picking up and moving with the RELIC.

The RELIC is an Objective, and is controlled in the same manner as a RETRIEVAL objective marker.

At the end of the game, score each of the following conditions separately:
* If one Player has a model that is carrying the RELIC, that Player earns 3BP.
* If one Player CONTROLS the RELIC, that Player earns 3BP.
* If the RELIC is WHOLLY within one Player's deployment zone, that Player earns 3BP.

## Tertiary Objective

*Alternative First Blood*, Linebreaker, and Slay the Warlord are each worth 2 Battle Points.

| Your Name: | | | | Opponent's Name: | | | | Turn # Finished: _____ |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | Random Game Length ☐ |
| Primary | Second | Tertiary | Total | Primary | Second | Tertiary | Total | Concession / Tabling ☐ |
| | | | | | | | | Called on Time ☐ |

# Painting Score Sheet    **Your Name:** _____

**Basic Paint (3 colors):**
- One *totally complete* model (i.e. test model; this means "more than 3-color")    ___ 1 points
- Is **50%** of the army painted (by model count)?    ___ 2 points
- Is **100%** of the army painted?    ___ 3 points

**Basing:**
- ALL bases have something done to them (coat of paint, texture, etc.)?    ___ 1 points
- **50%** of the army's bases (not counting clear plastic flying bases) have "more than just paint on them" (e.g. resin, painting designs, flock, etc.)?    ___ 2 points
- **100%** of the army's bases (not counting clear plastic flying bases) have "more than just paint on them" (e.g. resin, painting designs, flock, etc.)?    ___ 3 points

**Completeness:**
Army completely done (100% paint, 100% based)?    ___ 3 points

**Theme:**
Does each detachment in the army have a coherent theme?  In order to score these points, the "Half of the army painted" and the "Half of the army based" criteria above must be met by all detachments in the army.    ___ 3 points

**Display Board:**
It the army displayed on a scenic display board?    ___ 2 points

**Advanced:**
*Note: the following points are ONLY available if the player painted the models in question.*

**"I personally painted the models being judged for the following Advanced Painting Scoring Points"**    **Yes / No?**
*circle one*

- At least one advanced painting technique (blending, shading, lining, washing, highlighting, etc. etc.) demonstrated on a *single model*    ___ 2 points
- Details painted on an entire multi-model unit (e.g. Space Marine squad) or a single vehicle, monstrous creature, etc.    ___ 2 points
- Advanced conversion on at least one "showcase" model or unit (at least a squad leader, or an entire converted unit, etc.)    ___ 2 points
- Unit insignias or other designations to differentiate similar units    ___ 1 points

____ **Total**

---

Write down the name of the player you feel has the "Best Painted" army:

**Player's Name:** _____

# Mission 1 - Doomsday Clock

## Set Up

Players place 6 numbered objectives per normal objective rules (center more than 6" from board edge and more than 12" from any other objectives).

Immediately before deployment (after deployment zones have been determined), each player secretly selects one of the numbered objectives.

## Secondary Objective = KP Race

See Event rules regarding how to calculate and earn Kill Points

SCORING: Players earn 1BP per KP earned <u>to a maximum of 6BP</u>. The first player to earn 6KP earns an additional 3BP.

## Tertiary Objective

*Alternative First Blood*, Linebreaker, and Slay the Warlord are each worth 2 Battle Points.

## Primary Objective = End-Game Objectives

At the end of the game, immediately before scoring, reveal the secretly-selected objectives.

The objectives selected are worth 0VP. Each enemy unit within 6" of any selected objective is worth 1VP to you.

If both players chose the same secret objective, then each enemy unit within 6" of the chosen objective is worth 2VP to you.

The other objectives are worth 3VP each to the controlling player.

Each player totals their VP and consults the Margin of Victory chart:

| Victory Points | Battle Points |
|---|---|
| Triumph (7+ VP Margin) | Win = 18 points<br>Loss = 0 points |
| Victory (4-6 VP Margin) | Win = 14 points<br>Loss = 3 points |
| Success (2-3 VP Margin) | Win = 12 points<br>Loss = 4 points |
| Pyrrhic (1 VP Margin) | Win = 10 points<br>Loss = 5 points |
| Draw (0 VP Margin) | Draw = 7 points |

| Your Name: | | | | Opponent's Name: | | | | Turn # Finished: _____ |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | Random Game Length ☐ |
| **Primary** | **Second** | **Tertiary** | **Total** | **Primary** | **Second** | **Tertiary** | **Total** | Concession / Tabling ☐ |
| | | | | | | | | Called on Time ☐ |