Warzone Game Setup Order

1. Exchange army lists with your opponent. Discuss armies, detachments, command points, psychic powers, your warlords, etc.

2. Discuss the mission with your oppoenent. Make sure you are on the same page about all of the objectives. Ask ajudge if you have any questions before beginning the game.

3. Terrain is fixed for this event. Be sure to discuss it and its effects on gameplay before beginning the pregame steps. Especially discuss any vertical distances and how they will be handled.

4. Place Crusade Objectives, if applicable -Players roll off, rerolling any ties. The winner places an objective first. Players alternate until all objectives are placed. All objectives must be placed over 12 inches from any other objective and over six inches from any boardedge.

5. Determine Deployment Zones -Both players roll off, rerolling any ties. The winner rolls a single die to determine the deployment map (p 216-217). After the map is determined, the loser of the deployment map roll off chooses his/her deployment zone per the rules of the selected map.

6. Place Secure and Control Objectives, if applicable.

7. Deployment -Starting with the player that did not choose his/her deployment zone, players alternate deploying their units, one at a time. A player's models must be set up within their own deployment zone unless their rules state otherwise. Both players continue deploying units until both sides have set up their entire army.

8. First Turn -Players roll off, the winner choosing to go first or second. The player who finished setting up their army first adds +1 to the roll. If that player decides to take the first turn, their opponent may roll a dice. On a roll of 6, they manage to Seize the Initiative, and they get the first turn instead!
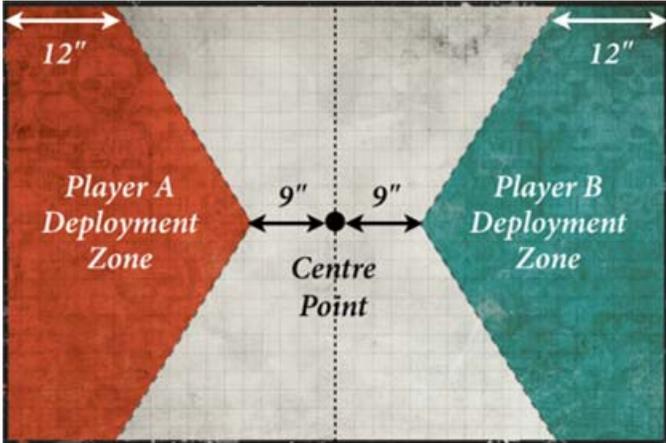
Cover Rules Addendum -All units gain the benefit of cover so long as EVERY model in the entire unit is at least 50% obscured from the point of view of ANY firing model. Models may be obscured by any source, including terrain features and other models.

(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.)
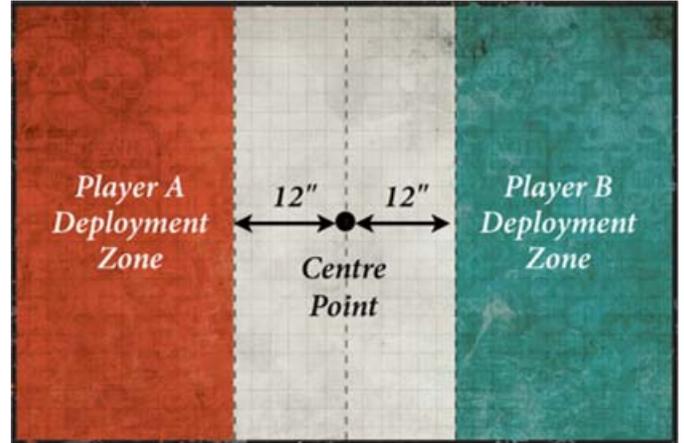
Battle Length (use for all missions) -At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues to round six, otherwise, the game is over. At the end of battle round six, the player who had the second turn rolls aD6. On a roll of 4+, the game continues to round seven. Otherwise, the game is over. At the end of battle round 7, the game ends automatically.

Modified Sudden Death(use for all missions) -If, at the end of any turn after the first full game round, a player has no models on the table, a judge should be called. The player with models remaining will be able to finish out the game per normal rules and "Battle Length" (see above). Battle Points will be calculated at the end of the game, as normal with both players receiving any Battle Points that have been earned.
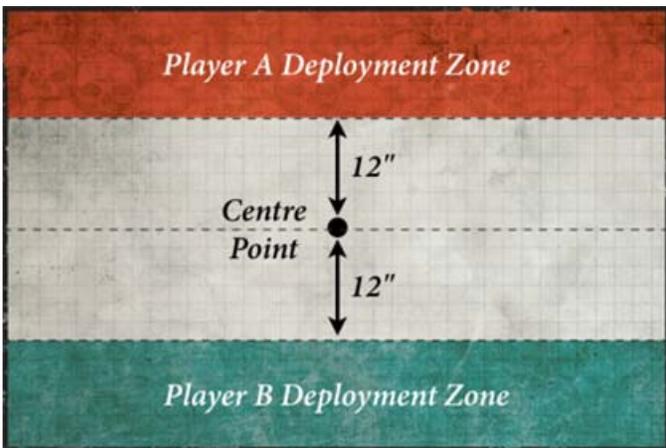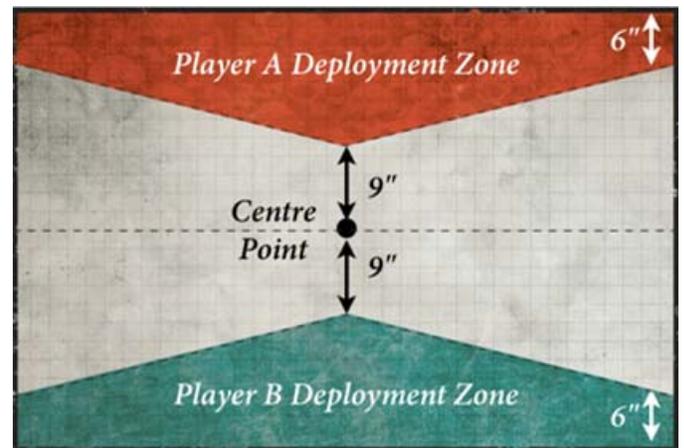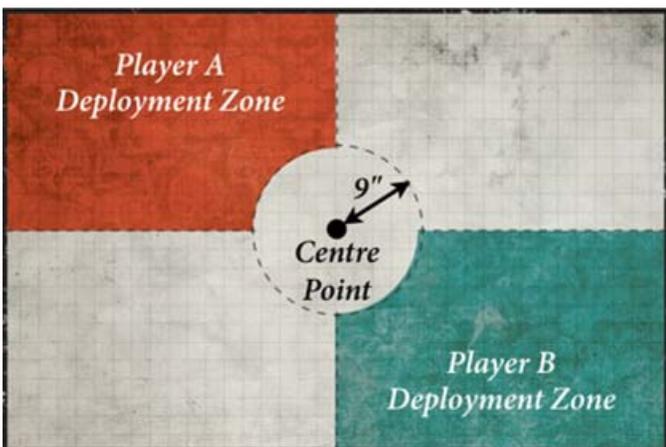
1. Spearhead Assault

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
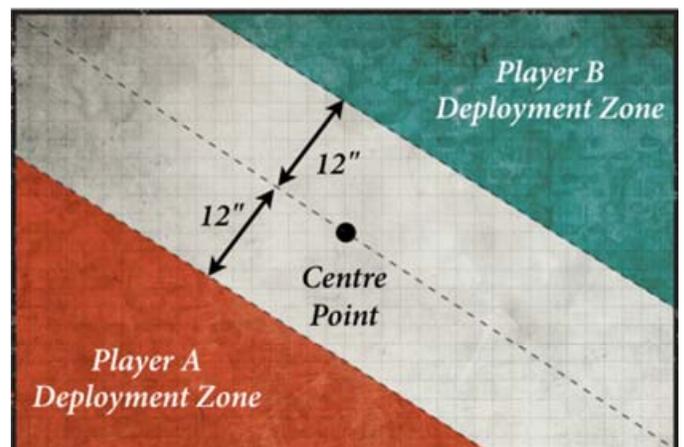
Get the Party Started

Mission Set Up Rules

Place 4 Crusade objectives, one in each corner of the board, 6 inches from each board edge.

Primary Objective
Purge the Alien - Differential

Each player earns 1 Victory Point for each unit in the opposing army that is slain at the end of the game. Instead, units whose cost is 300 points or more (after deployment) are worth a total of 2 Victory Points when destroyed. Units removed from morale, perils of the warp, or are off the board at the end of the game count as destroyed for this objective.

Scoring
At the end of the game, add up the Victory Points each player has earned and consult the following table to determine Battle Points earned for each player.

Victory Points	Battle Points
10+ VP Margin	Win = 22 points Loss = 0 points
8-9 VP Margin	Win = 20 points Loss = 2 points
6-7 VP Margin	Win = 18 points Loss = 4 points
4-5 VP Margin	Win = 16 points Loss = 6 points
2-3 VP Margin	Win = 14 points Loss = 8 points
0-1 VP Margin	Draw = 11 points

Secondary Objective = Flanking Progressives

The player with the most scoring models within 3" of the center of an objective controls it. If both players have the same number of scoring models within 3" of an objective, the objective is contested. Follow the objective secured rules as normal.

Scoring
At the beginning of each player's turn after the first, that player scores a Battle Point for controlling 2 or more objectives. A maximum of 4 BP can be earned in this way.
In addition, at the beginning of each player's turn after the first, that player scores a Battle Point for controlling more objectives that their opponent. A maximum of 4 BP can be earned this way.

In addition, if, at the beginning of any players turns after the first, that player controls all 4 objectives, score 4 BP. These 4 BP may only be scored once per game.

Tertiary Objectives

Slay the Warlord: If, at the end of the game, the enemy's Warlord has been removed as a casualty, score 2 Battle Points. Score 1 Battle Point instead if your opponent also earns **Slay the Warlord**.

First Strike: Earn 2 Battle Points by destroying an enemy's unit during the first game round. Score 1 Battle Point instead if your opponent also earns **First Strike**.

Linebreaker: If, at the end of the game, your army has at least one model from one or more scoring units completely within 12" of your opponent's table edge, you score 2 Battle Points. Score 1 Battle Point instead if your opponent also earns **Linebreaker**.

Unlimited Power

Mission Set Up Rules

Crusade Objectives - Place one objective in the exact center of the board.

Primary Objective - Control the Center

At the end of the game, have the most scoring units and scoring models within 3" of the center of the objective. Each scoring model with the objective secured rule within 3" of the center counts as 2.

Scoring units/models do not have to be wholly within 3" to count for this objective.

Scoring
Each different unit that has a scoring model within 3" of the center objective at the end of the game is worth 1 Battle Point to that player up to a maximum of 5.

If a player's warlord is within 3" of the center objective at the end of the game, an additional 2 BP is earned.

In addition, one (and only one) of the following will apply:

The player who has the most scoring models (from all scoring units) within 3" of the center at the end of the game receives 15 Battle Points.

If both players have the same number of scoring models (but more than zero) within 3" of the center, both players receive 7 Battle Points.

If both players have zero scoring models within 3" of the center, both players receive 0 Battle Points.

Secondary Objective
No Mercy – Power Level

At the end of the game, players earn 1 Battle Point for every 10 Power Levels (or fraction thereof) worth of enemy units destroyed.   A maximum of 12 Battle Points may be earned in this objective.

• Example A: 43 PL destroyed , 43/10 = 4.3, rounds to 5 Battle Points.

• Example B: 66 PL destroyed, 66/10 = 6.6, rounds to 7 Battle Points

• Example C: 55 PL destroyed , 55/10 = 5.5, rounds to 6 Battle Points

Tertiary Objectives

Slay the Warlord: If, at the end of the game, the enemy's Warlord has been removed as a casualty, score 2 Battle Points. Score 1 Battle Point instead if your opponent also earns **Slay the Warlord**.

First Strike: Earn 2 Battle Points by destroying an enemy's unit during the first game round. Score 1 Battle Point instead if your opponent also earns **First Strike**.

Linebreaker: If, at the end of the game, your army has at least one model from one or more scoring units completely within 12" of your opponent's table edge, you score 2 Battle Points. Score 1 Battle Point instead if your opponent also earns **Linebreaker**.

No Turning Back

Mission Set Up Rules

Each player will set up 2 Secure and Control Objectives per the Pregame Order. Roll off, with the winner placing first. Alternate until all 4 objectives are placed.

Each player must place one objective completely in their deployment zone, and the other must be placed completely in their table half, completely outside of their deployment zone.

All objectives must be 6" from all board edges and 12" from any other objectives.

Primary Objective
Modified Secure and Control

There are 4 Secure and Control Objectives placed per the mission set up rules. BP for these objectives are only scored at the end of the game. The player with the most models within 3" of the center of an objective controls it. If both players have the same number of models within 3" of an objective, the objective is contested. Follow the objective secured rules as normal.

Scoring
If controlled at the end of the game, the objective in your own deployment zone is worth 2 Battle Points.

If controlled at the end of the game, the other objective on your half of the table is worth 4 Battle Points.

If controlled at the end of the game, the objective on your opponent's half of the table not in their deployment zone is worth 6 Battle Points.

If controlled at the end of the game, the objective in your opponent's deployment zone is worth 10 Battle Points.

Any objective contested at the end of the game is worth 1 Battle Point to both players.

At the end of the game, objectives with no models within 3" are worth zero Battle Points to both players.

Secondary Objective = Kill Without Attrition

Immediately after deployment, determine the total number of units in each players' army. Players earn Battle Points based on the percentage of units they destroy in their opponent's army while keeping their own alive. Units removed from morale, perils of the warp, or are off the board at the end of the game count as destroyed for this objective.

Scoring
Destroy over 50% of your opponent's units AND have over 75% of your own units alive +12 BP.

Destroy over 50% of your opponent's units AND keep 50%-74% (round up all decimals) of your own alive +8 BP.

Destroy over 50% of your opponent's units AND keep 25%-49% (round up all decimals) of your own alive +4 BP.

Destroy over 50% of your opponent's units and have less than 25% (round up all decimals) of your own units alive +2 BP.

Tertiary Objectives

Slay the Warlord: If, at the end of the game, the enemy's Warlord has been removed as a casualty, score 2 Battle Points. Score 1 Battle Point instead if your opponent also earns **Slay the Warlord**.

First Strike: Earn 2 Battle Points by destroying an enemy's unit during the first game round. Score 1 Battle Point instead if your opponent also earns **First Strike**.

Linebreaker: If, at the end of the game, your army has at least one model from one or more scoring units completely within 12" of your opponent's table edge, you score 2 Battle Points. Score 1 Battle Point instead if your opponent also earns **Linebreaker**.

Warzone: Atomic Empire
Results Form

Round 1-5 _____   Table # _____

Name _____

Primary Objective Battle Points   _____

Secondary Objective Battle Points   _____

Tertiary Objective Battle Points   _____

Name _____

Primary Objective Battle Points   _____

Secondary Objective Battle Points   _____

Tertiary Objective Battle Points   _____

Total Battle Points   _____

The game ended (circle one):

Before Turn 5   Due Random Game Length   Due to Time
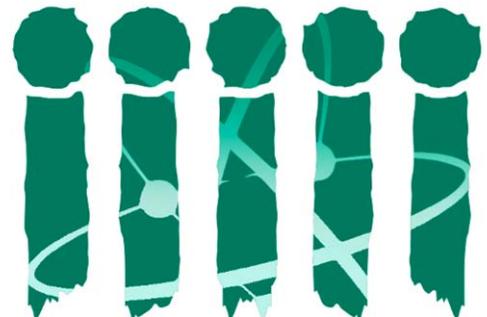
Due to Tabling   Due to a Player Conceding

Please note things you liked / did not like about the mission:

Notes for the Mission: *Progressive objectives, etc.*

WARZONE
ATOMIC EMPIRE

Warzone: Atomic Empire
Results Form

Round 1-5 _____   Table # _____

Name _____

Primary Objective Battle Points   _____

Secondary Objective Battle Points   _____

Tertiary Objective Battle Points   _____

Name _____

Primary Objective Battle Points   _____

Secondary Objective Battle Points   _____

Tertiary Objective Battle Points   _____

Total Battle Points   _____

The game ended (circle one):

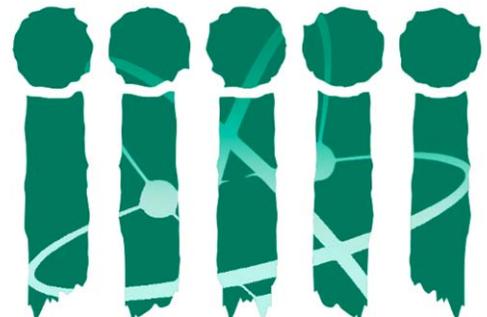Before Turn 5   Due Random Game Length   Due to Time

Due to Tabling   Due to a Player Conceding

Please note things you liked / did not like about the mission:

Notes for the Mission: *Progressive objectives, etc.*

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: _____

Warzone: Atomic Empire
Results Form

Round 1-5 _____   Table # _____

Name _____

Primary Objective Battle Points   _____

Secondary Objective Battle Points   _____

Tertiary Objective Battle Points   _____

Name _____

Primary Objective Battle Points   _____

Secondary Objective Battle Points   _____

Tertiary Objective Battle Points   _____

Total Battle Points   _____

The game ended (circle one):

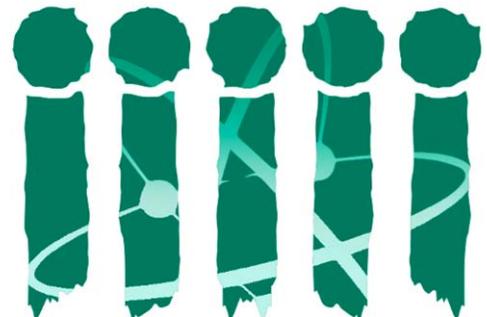Before Turn 5   Due Random Game Length   Due to Time

Due to Tabling   Due to a Player Conceding

Please note things you liked / did not like about the mission:

Notes for the Mission: *Progressive objectives, etc.*

WARZONE
ATOMIC EMPIRE