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**Player Name:**

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**Set Up Terrain**  
 Players roll off to see who places the first piece of terrain. Two pieces of terrain must be placed in each 2' x 2' square of the table. Terrain pieces must be placed at least 3" from another terrain piece or board edge.

Place Relic Objective (if applicable)

Place Crusade Objectives (if applicable)

Roll for Table Side

Declare Combat Squads (if applicable)

Determine Warlord Traits (pg.124)

Generate Psychic Powers (pg.23 & 192)

In addition to psychic powers; generate daemonic gifts and any other pre-game events that apply to your army.

Determine Night Fighting (pg.135)

Either player can declare that they wish to fight the battle at night. If either player does so, roll a D6 before deployment: on a roll of 4+ the Night Fighting special rule is in effect during game turn 1.

While the Night Fighting mission rule is in effect, all units have the Stealth special rule.

**Deployment**

The players roll off. The winner of the roll-off decides who will deploy first. The side deploying first must set up all the units in their army. Then the other side sets up all the units in their army.

Emperor's Will Objectives are placed during army deployment; unless stated otherwise in the Mission. This Objective cannot be within 6" of any other Objective or board edge.

**Note:** Fortifications may not be placed within or above any terrain. If your fortification will not fit into your deployment zone without being in or over terrain, you may remove one piece of terrain from your deployment zone to place your fortification. Your opponent may replace the removed piece of terrain in any position on your half of the table that is not within or above another piece of terrain.

**Deploy Infiltrators (pg. 167)**

In Mission #1, deploy your second Emperor's Will objective during Infiltrator deployment (even if you and/or your opponent do not have any Infiltrators).

Make Scout Moves (pg. 171)

Seize the Initiative (pg. 132)

The player that deployed second may choose to Seize the Initiative. If they fail (or choose not to), the player that deployed first begins the first Game Turn.

**D6 Mysterious Objectives (pg. 135 & 205)**

<b>1</b>	<b>Sabotaged!</b> – At the end of the turn in which the objective was identified, and at the of every turn thereafter, roll a D6. On a roll of 1 all units within 3" of the Objective Marker suffer D6 Strength 4, AP– hits.
<b>2</b>	<b>Nothing of Note</b> – This has no additional effect.
<b>3</b>	<b>Skyfire Nexus</b> – A unit that controls this objective can choose whether or not all of the models in it have the Skyfire special rule (pg. 171) each time they shoot.
<b>4</b>	<b>Targeting Relay</b> – A unit controlling this objective re-rolls failed To Hit rolls of 1 when shooting.
<b>5</b>	<b>Scatterfield</b> – A unit that controls this objective counts its cover saves as being 1 point better than normal (so a unit in the open would have a 6+ cover save). This bonus is cumulative with the Stealth and Shrouded special rules (pg. 170 and 172)
<b>6</b>	<b>Grav Wave Generator</b> – Any unit attempting to charge a unit in control of this objective subtracts 2 from its charge range (to a minimum of 0). This is cumulative with the penalty for charging through Difficult Terrain, if applicable.

# Manifest Destiny

## Primary Objective = Double Emperor's Will

During "normal" deployment (before Infiltrators are deployed), each player will deploy one Objective in their table half. It must be 6" from any board edge and 18" away from any other objective. Following deployment of infiltrators and scout moves (if any), each player will deploy a second Objective in their deployment zone with the same constraints.

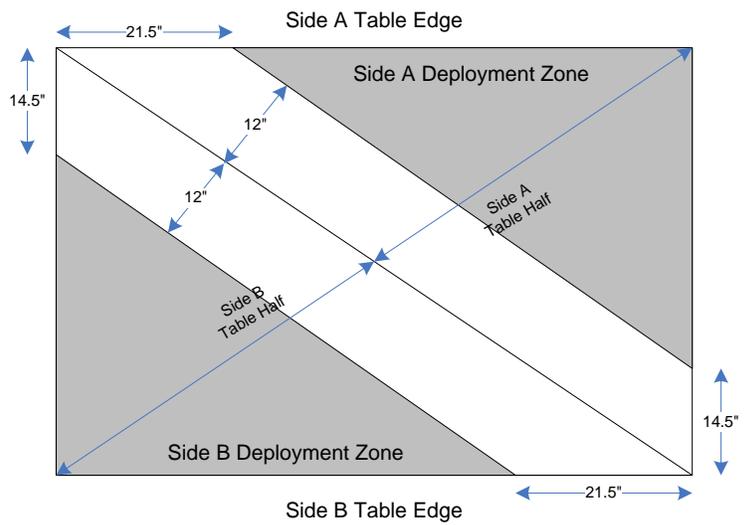
Beginning at the top of each Player's second turn, they will accumulate 1 Victory Point (VP) for each of their objectives that they control, and 2 Victory Points for each of their opponent's objectives that they control. At the end of the game, total VPs and consult the margin of victory chart:

Victory Points	Battle Points
Triumph (12+ VP Margin)	Win = 18 points Loss = 0 points
Victory (8-11 VP Margin)	Win = 15 points Loss = 2 points
Success (4-7 VP Margin)	Win = 13 points Loss = 4 points
Pyrrhic (1-3 VP Margin)	Win = 10 points Loss = 6 points
Draw (0 VP Margin)	Draw = 8 points

## Tertiary Objective

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

## Deployment Map = Vanguard Strike



## Secondary Objective = Fractional Kill Points

Immediately prior to deployment (i.e., AFTER combat squads have been declared), calculate the total number of Kill Points in your opponent's army.

- At the end of the game, if you have killed...
- 25%+ (round UP) of your opponent's total pre-game Kill Points, 3 BP
  - 50%+ (round UP) of your opponent's total pre-game KP, 6 BP (total)
  - 75%+ (round UP) of your opponent's total pre-game KP, 9 BP (total)
- Superheavy vehicles, Gargantuan Creatures, and Massive Fortifications are worth 1 KP per 3 Wounds or Hull Points inflicted at the end of game *plus* an additional 1KP when they are destroyed.

<b>Name:</b>			<b>Table #:</b>	<b>Name:</b>			<b>Turn Finished:</b>
Primary	Secondary	Tertiary	Total	Primary	Secondary	Tertiary	Total

# Exterminatus

## Primary Objective = Exterminatus

1. Use numbered objectives (1-6).
2. Two objectives are placed on the centerline: 12" from long edge.
3. After rolling for deployment zones, players each place two additional objectives.
4. One placed in the player's deployment zone.
5. One placed outside of deployment zone on player's half of the table.
6. Objectives must be at least 12" away from any other objective and 6" from any board edge.

**BEFORE DEPLOYMENT** each player secretly chooses one of the numbered objectives which will be the target of Orbital Suppression at the end of the game.

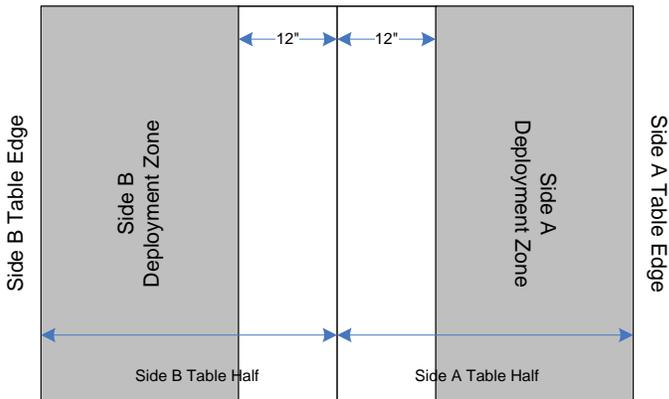
**Orbital Suppression:** Immediately following the end of the final game turn, any unit (including any attached ICs) within 3" of an objective selected for this effect become **NON-SCORING**.

--Each objective is worth 3 VP

--If both players chose the same objective for Orbital Suppression, the player who controls the most objectives gets +1 VP

Victory Points	Battle Points
Triumph (10+ VP Margin)	Win = 18 points Loss = 0 points
Victory (7-9 VP Margin)	Win = 15 points Loss = 2 points
Success (4-6 VP Margin)	Win = 13 points Loss = 4 points
Pyrrhic (1-3 VP Margin)	Win = 10 points Loss = 6 points
Draw (0 VP Margin)	Draw = 8 points

## Deployment Map = Hammer & Anvil



## Secondary Objective = Marked for Death

Immediately before deployment (i.e., after Combat Squads have been declared), each player chooses 3 enemy units to Mark for Death. Player CANNOT choose: the opponent's Warlord (including units that include a non-IC warlord) and units that never give up VPs (e.g., Mucolids). You earn...

3 BP for killing any of your opponent's MFD units.

3 BP for killing more of your opponent's MFD units than you lost of your own.

3 BP for killing all three of your opponent's MFD units.

## Tertiary Objective

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

Name:			Table #:	Name:			Turn Finished:
Primary	Secondary	Tertiary	Total	Primary	Secondary	Tertiary	Total

# 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:

Is 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:** \_\_\_\_\_

# Red Rover

## Primary Objective = Red Rover

4 objectives along the centerline (14.5" from short edge and each other)

Objectives use the Relic rules with the following additions / changes:

- \*Scoring vehicles that are not zooming can pick up an objective
- \*Objectives can never be moved or placed within 12" of each other
- \*A unit can only ever hold one objective at a time
- \*No running, turbo boosting, flat out, or thrust moves for any model holding the objective

At the end of the game, each player scores:

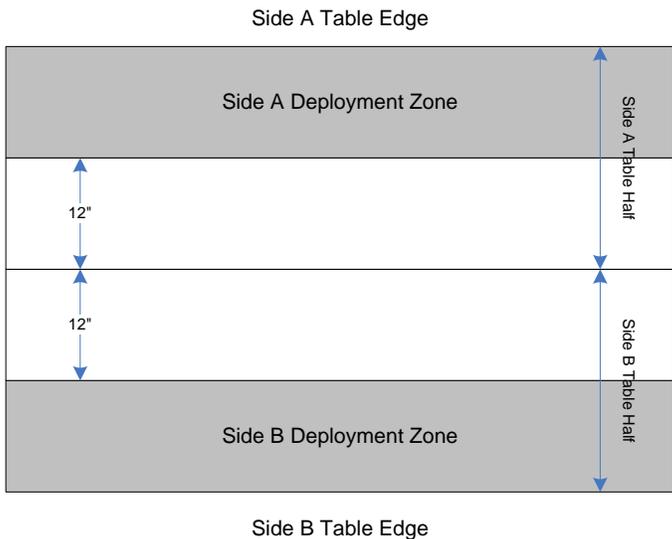
2 VP per objective WHOLLY on opponent's side of the table

+1 VP per objective WHOLLY in opponent's deployment zone (so, total of 3 VP for each such objective)

In addition, each player scores 1 VP per objective controlled REGARDLESS OF ITS LOCATION.

Victory Points	Battle Points
Triumph (10+ VP Margin)	Win = 18 points Loss = 0 points
Victory (7-9 VP Margin)	Win = 15 points Loss = 2 points
Success (4-6 VP Margin)	Win = 13 points Loss = 4 points
Pyrrhic (1-3 VP Margin)	Win = 10 points Loss = 6 points
Draw (0 VP Margin)	Draw = 8 points

## Deployment Map = Dawn of War



## Secondary Objective = Fractional Kill Points

Immediately prior to deployment (i.e., AFTER combat squads have been declared), calculate the total number of Kill Points in your opponent's army.

At the end of the game, if you have killed...

25%+ (round UP) of your opponent's total pre-game Kill Points, 3 BP

50%+ (round UP) of your opponent's total pre-game KP, 6 BP (total)

75%+ (round UP) of your opponent's total pre-game KP, 9 BP (total)

Superheavy vehicles, Gargantuan Creatures, and Massive Fortifications are worth 1 KP per 3 Wounds or Hull Points inflicted at the end of game *plus* an additional 1KP when they are destroyed.

## Tertiary Objective

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

Name:			Table #:	Name:			Turn Finished:
Primary	Secondary	Tertiary	Total	Primary	Secondary	Tertiary	Total