



Place Relic Objective (if applicable)

Place Crusade Objectives (if applicable)

### Objectives

All Objectives are considered to have infinite height. For purposes of determining whether a model is within 3" of an objective, ignore any vertical distance between the relevant portion of the model (hull for a vehicle, base for everything else).

Select and Reveal Secondary Objective

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.

Reserves & Variable Game Length

The Reserves and Variable Game Length rules will be in effect for all missions.

Player Name:

### 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.

In missions 'Manifest Destiny' and 'Shock and Awe' deploy **ONE** Emperor's Will objective during deployment.

**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 the 'Forward Recon' mission, 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.

### Tabling and Concessions

If you completely destroy your opponent's army (or your opponent concedes), continue to play the mission out until its natural conclusion (including rolling for random game length if necessary) and score it accordingly. Be sure to check if the mission has special instructions to follow in the event of tabling or concession. **IF YOU NEED ASSISTANCE IN COMPLETING THE GAME AND/OR SCORING... CALL A JUDGE.**

**NOTE:** The 'Secure the Area' and 'Attrition' missions use a variation on this rule. See details in the mission.

### Other VP Sources

If any other game or unit rule would award you Victory Points for things OTHER than what the mission provides, those Victory Points are added to your total **VICTORY POINTS** (not *Battle Points*) for the Primary mission before determining Margin of Victory.

# Mission #3 – The Briefcase

## Primary Objective = Modified Relic

Normal relic rules except no running, turbo boosting, thrust-moving with the relic. Moving more than 6" in any phase drops the Relic immediately before the movement takes place.

**Seizing the Relic** – A non-vehicle model in a scoring unit can seize the Relic by moving into base contact during the Movement phase – that model then automatically picks it up at the end of the phase. From that point, the Relic remains with the model until it is dropped, which can happen voluntarily, but happens automatically if the model is slain.

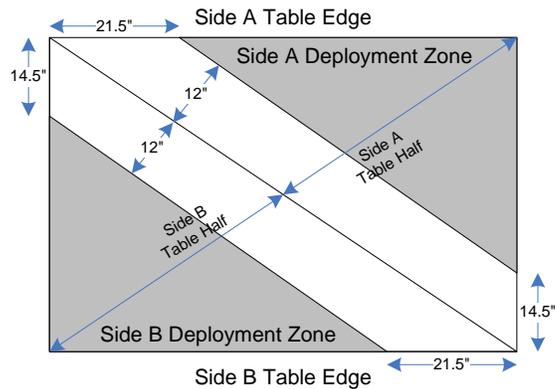
**Moving with the Relic** – The Relic is fragile, so the model carrying the Relic cannot Run, Turbo Boost, or Thrust Move and can never move more than 6" in any phase. If it is forced to do so, the Relic is immediately dropped. A model with the Relic can embark on a transport vehicle, but that vehicle cannot move more than 6" per phase whilst the Relic is on board (Flyers will auto crash if it zooms with the Relic onboard). A model carrying the Relic can transfer it to any friendly non-vehicle model that is part of a scoring unit if the two models end their Movement phase in base contact. The Relic can only be passed once per Movement phase.

**Dropping the Relic** – The Relic can be dropped at any time. Place the marked 1" away from the model. If the model Falls Back, or is removed as a casualty, the Relic is automatically dropped. If the Relic is dropped whilst the bearer is embarked within a Transport vehicle, place it 1" away from a randomly determined access point. If the Relic is dropped in impassible terrain, place it as close as possible to the point where it was dropped that is not impassible terrain.

At the end of the game, the if a player has a model that has seized the Relic, that player is HOLDING the the Relic. If a player has a model/unit that is controlling the Relic, that player is CONTROLLING the Relic. If both players have models/units within 3" but neither player's units controls the Relic, the Relic is CONTESTED. If neither player has a scoring unit within 3" of the Relic at the end of the game, the Relic is UNCONTROLLED. Consult the following chart to determine the Battle Points earned by each Player:

Status of Relic	Battle Points
Player HOLDING and CONTROLLING Relic	Holding Player = 18 points Other Player = 0 points
Player HOLDING, Relic CONTESTED	Holding Player = 15 points Other Player = 2 points
Player HOLDING, Opponent CONTROLLING	Holding Player = 13 points Controlling Player = 4 pts
No player HOLDING, Relic CONTROLLED	Controlling Player = 10 pts Other Player = 6 points
No player HOLDING, Relic CONTESTED	Draw = 8 points each
Relic UNCONTROLLED	Failure = 6 points each

## Deployment Map = Vanguard Strike



## Secondary Objective ALPHA = Modified Kill Points

You earn one Battle Point for each kill point earned, to a MAXIMUM of 6 BP. Enemy Super Heavy Vehicles and Gargantuan Creatures are worth 1 kill point for each 3 hull points or wounds inflicted, plus one additional BP when destroyed. The first person to reach 6 BP in this manner gets 2 additional BP. The player with the most enemy units destroyed (counting SHV and GCs as above) gets 1 additional BP. BOTH PLAYERS MUST TRACK KILL POINTS FOR THIS OBJECTIVE, EVEN IF THEY SELECT THE OTHER SECONDARY!

## Secondary Objective BETA = Modified Progressive Emperor's Will

During deployment, place your Emperor's Will objective anywhere on your half of the table that is at least 12" from any other objective (including the Relic) and 6" from any board edge.

Starting at the beginning of your SECOND turn, score:

- \* 1 BP if you control your own Emperor's Will objective OR
- \* 2 BP if you control your opponent's Emperor's Will objective

Maximum of 9 BP!

## Tertiary Objective

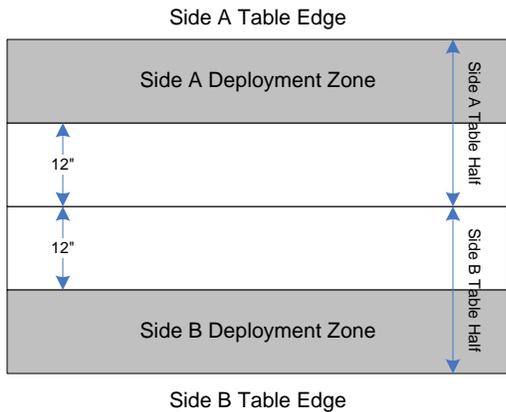
Slay the Warlord, Linebreaker and *Alternative First Blood* are each worth 2 Battle Points.

### Favorite Opponent:

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

# Mission #2 - Shock and Awe II

## Deployment Map = Dawn of War



## Primary Objective = Modified Purge the Alien

**NOTE:** (1) For this mission, a detachment composed of detachments (e.g., SM Gladius, Necron Decurion, etc.) counts as ONE detachment. (2) Your PRIMARY Detachment is the LARGEST detachment that contains your Warlord.

If your opponent has 2 or more detachments, units that are not in the primary detachment (including units added to the army after deployment (e.g., via Conjunction) are worth 2 VP each. SHV and GCs outside of the primary detachment are worth 1 VP for every 3 Wounds or Hull Points suffered at the end of the game, +2 VP if destroyed/killed.

If your opponent has a single detachment, YOU may choose any Battlefield Role EXCEPT HQ. Units with that Battlefield Role are worth 2 VP when destroyed. If you choose "Lord of War", SHV and GC LOWs are worth 1 VP for every 3 Wounds or Hull Points suffered at the end of the game, +2 VP if destroyed/killed.

At the end of the game, total VPs and consult the margin of victory chart:

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

## Secondary Objective ALPHA = Modified Crusade

After determining deployment zones, players will each deploy three objectives numbered 1-6. The player that chose his/her deployment zone will deploy objectives 1-3, the other player will deploy objectives 4-6. Players place these objectives WITHOUT LOOKING AT THE NUMBERS. Each player must deploy one objective in their own deployment zone, one in their opponent's deployment zone, and one in neither players' deployment zone. Players may deploy objectives into these areas in any order. Each objective must be at least 6" from any board edge and 12" from any other objective. Reveal the objectives AFTER the Seize the Initiative step of deployment.

At the end of the game players earn:

- \* 1 BP if holding only one ODD-numbered objective
- \* 1 BP if holding only one EVEN-numbered objective
- \* 4 BP if holding two ODD- or EVEN-numbered objectives
- \* 9 BP if holding three ODD- or EVEN-numbered objectives

Maximum of 9 BP!

## Secondary Objective BETA = Modified Progressive Crusade

After determining deployment zones, players will each deploy three objectives numbered 1-6. The player that chose his/her deployment zone will deploy objectives 1-3, the other player will deploy objectives 4-6. Players place these objectives WITHOUT LOOKING AT THE NUMBERS. Each player must deploy one objective in their own deployment zone, one in their opponent's deployment zone, and one in neither players' deployment zone. Players may deploy objectives into these areas in any order. Each objective must be at least 6" from any board edge and 12" from any other objective. Reveal the objectives AFTER the Seize the Initiative step of deployment.

Starting at the beginning of your SECOND turn, score:

- \* 1 BP if holding ONLY ONE odd-numbered objective
- \* 1 BP if holding ONLY ONE even-numbered objective

Maximum of 9 BP!

## 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

# Mission #1 - Forward Recon II

## Primary Objective = Modified Progressive Objectives

BEFORE rolling for deployment zones, players will alternate deploying **SIX** Crusade Objectives. No Objective may be within 6" of any board edge or 12" of any other Objective.

IMMEDIATELY BEFORE the Seize the Initiative Roll (i.e., after Infiltrator deployment and Scout moves) would occur, each player deploys their Emperor's Will Objective. Players roll off to determine the order for deploying these Objectives as if they were Infiltrators. It may be deployed ANYWHERE on the table that is NOT in the player's deployment zone and is more than 6" from any board edge or Crusade Objective.

Starting at the beginning of each player's FIRST TURN players score Victory Points from Crusade Objectives as follows:

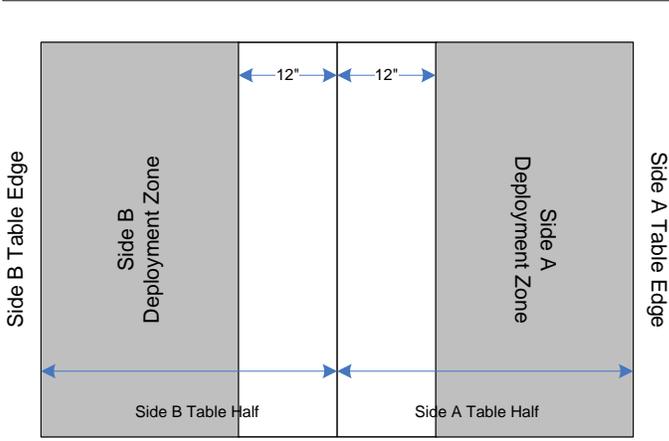
- \* **2 VP** = The FIRST player to score a specific Objective
- \* **3 VP** = The SECOND player to score a specific Objective

Each player may score each Crusade Objective ONE TIME and will be worth **2 VP** (if previously uncontrolled) or **3 VP** (if previously controlled by their opponent).

At the end of the game, total VPs and consult the margin of victory chart:

Victory Points	Battle Points
Triumph (9+ VP Margin)	Win = 18 points Loss = 0 points
Victory (6-8 VP Margin)	Win = 15 points Loss = 2 points
Success (3-5 VP Margin)	Win = 13 points Loss = 4 points
Pyrrhic (1-2 VP Margin)	Win = 10 points Loss = 6 points
Draw (0 VP Margin)	Draw = 8 points

## Deployment Map = Hammer & Anvil



## Secondary Objective ALPHA = Modified Emperor's Will

At the end of the game, players earn Battle Points for each Emperor's Will Objective as follows:

- \* 1 BP = If Your Emperor's Will Objective is contested
- \* 3 BP = If Your Emperor's Will Objective is controlled
- \* 3 BP = If Your opponent's Emperor's Will Objective is contested
- \* 6 BP = If Your opponent's Emperor's Will Objective is controlled

## Secondary Objective BETA = Modified Kill Points

You earn one Battle Point for each enemy unit destroyed, to a MAXIMUM of 9 BP. Enemy Super Heavy Vehicles and Gargantuan Creatures are worth 1 BP for each 3 hull points or wounds inflicted, plus 1 additional BP when destroyed.

## Tertiary Objective

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

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

# WARZONE: ATLANTA 2016

## APPEARANCE CHECKLIST

### BASIC PAINTING

**MOST of the Army (75% by model count or volume) is painted with 3 or more colors.** ----- (3)

**ENTIRE ARMY (100%) is painted with 3 or more colors.** ----- (6)

**BASIC BASING** — “Minimally based” means basing that is “more than just paint.” Sand, flock ,and textured paints qualify. Painted designs also qualify. Clear acrylic basing will not satisfy the requirements for any basing category.

**MOST of the Army (75% by model count or volume) is minimally based.** ----- (1)

**ENTIRE ARMY (100%) is minimally based.** ----- (3)

**THEME** — The validity, fluffiness, or general taste of the theme is not being judged. The aesthetic composition of the army is the standard. The army needs to look like a single battle force, either through painting continuity and/or basing continuity.

**ENTIRE ARMY (100%) is painted and modeled towards a coherent theme.** ----- (3)

**BASIC APPEARANCE TOTAL:** ..... [    ]

**ADVANCED HOBBY TECHNIQUES** — 18 Points Available, a combination of Advanced Painting Techniques and Additional Appearance Techniques) -

*NOTES - Definition: "Signature Portion" means a squad composed of at least 5 small based (25-32mm), 3 medium based (40-50mm), 1 large based (60mm+) or un-based vehicle/monster model. This can also be your Warlord or HQ/Special Character. "Squad" means a group of models that are part of a unit in the player's army. May include one or more Independent Characters, but there must be fewer Independent Characters than models in the unit. Different units can qualify for each Signature Portion category below. "Entire Army" means 100% by model count or volume.*

**Advanced Painting Techniques** — 6 Points available. Shading, highlighting, washes, blending, drybrushing, etc. will all qualify.

**SIGNATURE PORTION demonstrates advanced painting techniques.** ----- (3)

**ENTIRE ARMY demonstrates advanced painting techniques.** ----- (6)

**Additional Appearance Techniques** — 12 Points available.

**Distinctiveness or Conversions** — “Distinctiveness” is a significant, non-structural aesthetic element (e.g., extensive freehand designs) that makes models stand apart from the rest of the army. “Conversions” are significant creative structural aesthetic elements. Simply combining pieces from multiple kits is not in-and-of itself sufficient.

**SIGNATURE PORTION demonstrates distinctiveness or conversions.** ----- (2)

**Squad Markings** — Can be different color units (e.g., Green and Brown Plague Bearers), shoulder pad or helmet markings, etc. Markings on the sides of bases are not sufficient. Squad leaders should be easily recognizable by means other than their wargear.

**SIGNATURE PORTION has squad markings.** ----- (2)

**ENTIRE ARMY has squad markings.** ----- (4)

**ENTIRE ARMY has squad markings and distinctive squad leaders.** ----- (6)

**Scenic Bases** — Resin bases, flocked/sanded bases with additional details, or elaborate painted bases would all qualify.

**SIGNATURE PORTION has scenic bases.** ----- (2)

**ENTIRE ARMY has scenic bases.** ----- (4)

**Model Details** — Painting all small details on models, e.g. belt buckles, lenses, cables, instrument panels, etc.

**SIGNATURE PORTION painted details.** ----- (2)

**ENTIRE ARMY has painted details.** ----- (4)

**ADVANCED HOBBY TECHNIQUES TOTAL:** ..... [    ]

**DISPLAY BOARD** — A “Basic Display Board” is something more than just a carrying tray. Some effort was made to make the display board into an aesthetic means of presenting the army. An “Advanced Display Board” reinforces the theme of the army and shows extensive elements that make it (with the army) into a true display akin to a diorama.

**BASIC display board.** ----- (1)

**ADVANCED display board.** ----- (3)

**DISPLAY BOARD TOTAL:** ..... [    ]

**TOTAL ARMY APPEARANCE SCORE:** ..... [[    ]]