Player Name:

_____

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).

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.

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).

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.

Make Scout Moves (pg. 171)

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 - 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 6" 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.

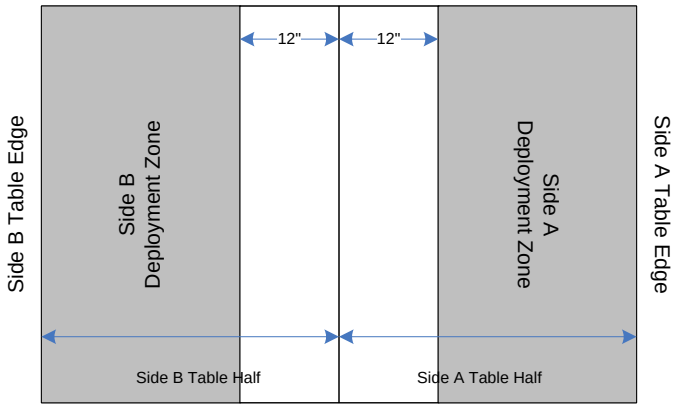
Orbital Suppression: Immediately following the end of the final game turn, any unit (including any attached ICs) within 3" of an objective selected for this effect become **NON-SCORING**.

--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.

1st FAVORITE OPPONENT _____

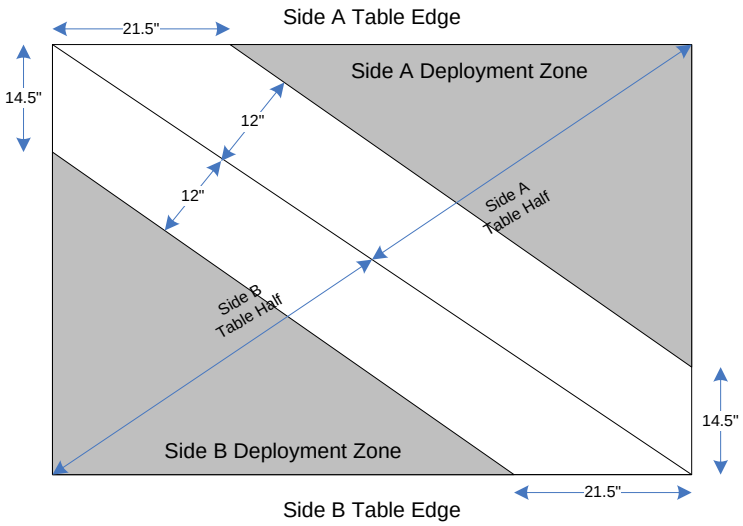
2nd FAVORITE OPPONENT _____

3rd FAVORITE OPPONENT _____

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

Mission 2 - Take Everything

Deployment Map = Vanguard Strike



Primary Objective = Progressive Crusade

6 Objectives (1 in center of each 2'x2' square). A unit that is HOLDING the Relic cannot also control a progressive. Beginning on Game Turn 2, each player scores at the top of their turn as follows:

- Control 1+ Objective = 1VP
- Control More objectives than Opponent = +1 VP
- Control 2 more Objectives as Opponent = +1 VP

Total at end of game and go to margin of victory chart:

Victory Points	Battle Points
Triumph (10+ VP Margin)	**Win = 18 points Loss = 0 points**
Victory (6-9 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**

Secondary 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. Scoring:

Player with a unit HOLDING the Relic: 4 BP

Player who CONTROLS the Relic: 5 BP

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 is was dropped that is not impassible terrain.

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 - Feline Massacre

Primary Objective = Genocide (Fractional KP)

Immediately prior to deployment (i.e., AFTER combat squads have been declared), calculate the Total Kill Points (TKP) in your opponent's army. CHARACTERS OF ANY SORT (Independent or otherwise) COUNT AS ZERO KILL POINTS FOR THIS TOTAL. Gargantuan Creatures, Superheavy Vehicles, and Massive Fortifications count as 1 KP PLUS 1 KP per 3 (full) Wounds/Hull Points.

Destroying any unit (including any Character unit) earns 1 Kill Point.
Damaging a Gargantuan Creature, Superheavy Vehicle, or Massive Fortification earns 1 KP per 3 Wounds /HP inflicted.
Destroying a GC/SHV/MF earns 1 KP.

NOTE: CHARACTERS KILLED DURING THE GAME GIVE YOUR OPPONENT KILL POINTS!

At the end of the game, score any/all of the following:

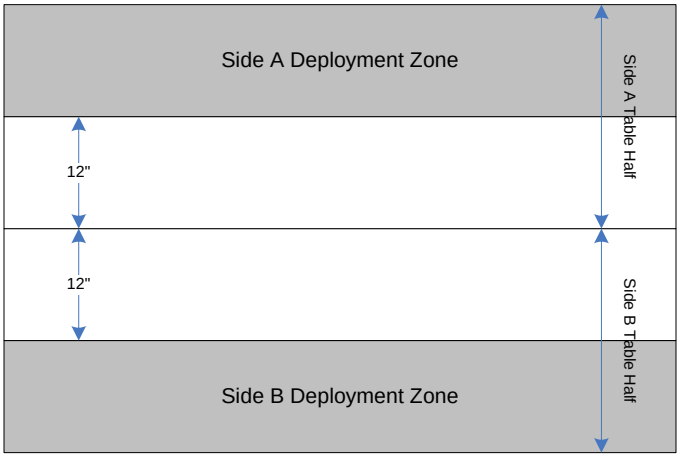
*You have earned at least 1KP = 3 Victory Points.
*You have earned at least 25% of your opponent's TKP = 3 Victory Points.
*You have earned at least 50% of your opponent's TKP = 3 Victory Points.
*You have earned at least 75% of your opponent's TKP = 3 Victory Points.
*You have earned at least 100% of your opponent's TKP = 3 Victory Points.

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

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

Side A Table Edge



Side B Table Edge

Secondary Objective = Cat Rodeo

Place 4 objective markers, one in the center of each table quarter. A single unit within 3" of ONE objective controls it. A unit within 3" of MORE THAN ONE objective controls none of them.

Beginning on Turn 2, a player scores 1BP for each objective controlled, to a maximum of 9BP. Immediately after scoring any of these objectives, the player's opponent may place that objective within 6" of its current position. No objective may be placed in this manner within 12" of another objective, within 6" of any board edge, or in impassible terrain. Objectives moved into ruins are always moved to the lowest level.

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**

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: ..... [[ ]]