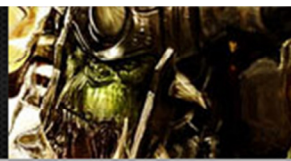


# THE ASSAULT PHASE

Like a demon of Nurgle, your belly will gurgle



## Scoring Sheet

Your Name:

Your Army:

### OBJECTIVES

Opponents Name:

Your Score:

Opponents Army:

Your Tactical Bonus Points:

Your Kill Points:

Opponents Signature \_\_\_\_\_

### KILL OR GO HOME

Opponents Name:

Your Score:

Opponents Army:

Your Tactical Bonus Points:

Your Kill Points:

Opponents Signature \_\_\_\_\_

### PRISONERS OF WAR

Opponents Name:

Your Score:

Opponents Army:

Your Tactical Bonus Points:

Your Kill Points:

Opponents Signature \_\_\_\_\_

### Common Tournament Rules

- Annihilation will secure all objectives. Essentially it counts as a win for Primary, Secondary, and Tertiary objectives. Tactical bonuses are determined as stands at the end of the game and are not automatic should you annihilate your opponent.
- Armies are to be constructed using the standard Force Organization Chart (FOC) from the relevant Codex. Total points cost may not exceed the points cap given for the tournament by any amount.
- All lists must be clearly defined and legible with itemized and total point's costs and may be checked for legality before games start.
- Army lists are not private. You may ask to see an opponent's army list prior to the beginning of the game. Players are encouraged to bring extra army list copies to give to opponents.
- What you see is what you get (WYSIWYG): Models need to be modeled as they are armed. No substitutions or proxies for optional war gear. Exceptions to this are small items like bolt pistols, grenades, Tyranid non-weapon biomorphs, and basic equipment the entire unit is assumed to have as standard.
- Terrain: All terrain used will fit into the standard 4+ cover save category. Any terrain features with a base will be considered to extend to the edge of the base. City/Desert Ruins, Rock Spires, and tank barriers are impassible to vehicles. Rock Spires are impassible to non-jump infantry.

# MISSION: OBJECTIVES

## LINE OF RETREAT

Units that fall back do so toward their own table edge via the shortest route possible as described in the Warhammer 40,000 rulebook (pg 45).

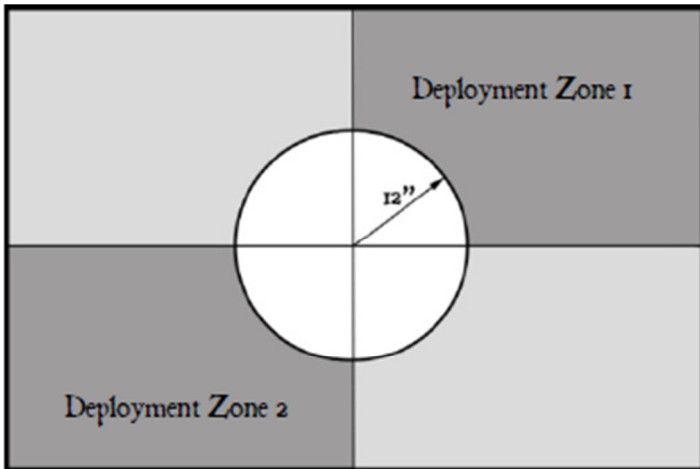
## GAME LENGTH

At the end of game turn 5, On a 3+ game turn 6 is played.  
At the end of game turn 6, On a 4+ game turn 7 is played.  
At the end of game turn 7, the game ends automatically.

## DEPLOYMENT

Before deployment, both players roll a D6. The winner can choose to place **ALL 3 objective markers**. If the player does not then their opponent places all 3 objective markers. No objective may be placed within 15" of another objective or within 12" of any table edge. The player who did not place the objective markers now selects one of the three markers to be the main objective marker.

Spearhead – Table is divided into 4 quarters. Players roll and the winner choose to go first or second. The player that goes first picks a table quarter and sets up keeping more than 12 inches from the center of the table.



## SPECIAL RULES

Infiltrate, Reserves, Deep Strike (pg 94-95)

## OBJECTIVES

**Primary (Objective Markers):** To capture an objective you must have a scoring unit with at least 1 model within 3" of an uncontested objective marker. Individual scoring units may capture multiple objectives if the above criteria are met. (Scoring: Each objective is worth 5 points each. Max 15 points.)

**Secondary:** Capture the main objective. To secure the secondary objective you must have at a model from at least one scoring unit within 3" of the main objective. Contesting the objective counts as a draw. (Win = 7, Draw = 3, Loss = 0)

**Tertiary (Victory Points):** Have the most kill points as defined by Warhammer 40K rules. (Win = 3, Draw = 1, Lose = 0)

## TACTICAL BONUSES

- +1 If your opponent controlled none of the objective markers.
- +1 For each table quarter fully controlled by any of your units.
- +1 If your opponent has fewer than 4 units left at the end of the game.

# MISSION: KILL OR GO HOME

## LINE OF RETREAT

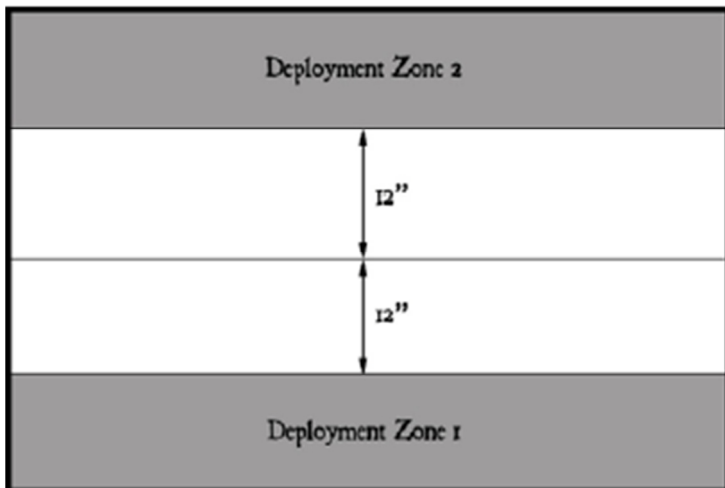
Units that fall back do so toward their own table edge via the shortest route possible as described in the Warhammer 40,000 rulebook (pg 45).

## GAME LENGTH

At the end of game turn 5, On a 3+ game turn 6 is played.  
At the end of game turn 6, On a 4+ game turn 7 is played.  
At the end of game turn 7, the game ends automatically.

## DEPLOYMENT

Pitched Battle – The table is divided into two halves. Players roll and the winner chooses to go first or second. The player that goes first picks a table side and sets up keeping more than 12 inches from the table's middle line.



## SPECIAL RULES

Infiltrate, Reserves, Deep Strike (pg 94-95)

## OBJECTIVES

**Primary:** In an annihilation game, the winner is determined by the spread of kill points. The difference between the number of units one player has destroyed and the other.

Victory Margin	Winner	Loser
5+ Points	20	0
4 Points	18	2
3 Points	16	4
2 Points	14	6
1 Point	12	8
Draw	10	10

**Secondary:** Wound an enemy HQ model or cause their vehicle to suffer any result from a glancing hit that is not negated by a cover save by the end of the second round. If all enemy HQ's are in reserves at the end of the second round, automatically claim this objective. (Win = 7, Draw = 3, Loss = 0)

**Tertiary:** Have 2 more kill points than your opponent. (Win = 3, Draw = 1, Lose = 0)

## TACTICAL BONUSES

Note: These points are automatic if your opponent has no choices from that Force Organizational slot.

+1 If your opponent has no surviving Fast attack Choices

+1 If your opponent has no surviving Heavy Support Choices

+1 If your opponent has no surviving Elite Choices

# MISSION: PRISONERS OF WAR

## LINE OF RETREAT

Units that fall back do so toward their own table edge via the shortest route possible as described in the Warhammer 40,000 rulebook (pg 45).

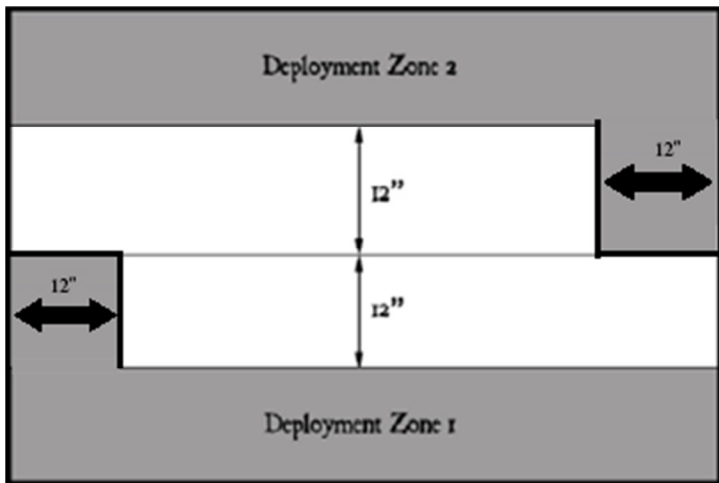
## GAME LENGTH

At the end of game turn 6, roll a d6. On a 4+ game turn 7 is played. At the end of game turn 7, the game ends automatically. Alternatively the game ends immediately when the tournament judge declares that time has elapsed. Players should not begin a new turn if there is insufficient time remaining to complete the turn.

## DEPLOYMENT

Modified Pitched Battle – The table is divided into two halves. Players roll and the winner chooses to go first or second. The player that goes first picks a table side and attached edge and sets up keeping more than 12 inches from the table's middle line except for within 12 inches from the associated short edge. Immediately after deployment, the player then places an objective marker anywhere within their deployment zone.

The next player then follows with their deployment and also places an objective marker at the end.



## SPECIAL RULES

Infiltrate, Reserves, Deep Strike (pg 94-95)

At the **end of the first turn** each player places a POW objective marker anywhere on the board. This objective must be at ground level and accessible to infantry models. I.e. This cannot be placed at the top of a building or surrounded by impassable terrain.

During the game, at the point during the movement phase that you control or contest the enemy POW marker, a destroyed HQ model or troop unit may come back into the game being placed within 3 inches of the marker. This unit may immediately move and react. Remove the POW marker after use.

You may control this objective with any non-vehicle unit and the unit must be outside of a transport in order to do so (they can't free a prisoner from in a vehicle). The returning unit may not control or contest objectives and counts as an additional kill point.

## OBJECTIVES

**Primary:** Capture and Control. Control the most objective markers by having a scoring unit within 3" of the objective. (Win = 15, Draw = 7, Loss = 0)

**Secondary:** Rescue POW's. If at any point during the game you control the enemy POW marker and bring back to the battlefield an HQ or troop unit, claim this objective. (Win = 7, Draw = 3, Loss = 0)

**Tertiary:** Have the most kill points as defined by Warhammer 40K rules. (Win = 3, Draw = 1, Lose = 0)

## TACTICAL BONUSES

+1 for each table quarter you control with any unit. If a unit is split between quarters randomly roll to determine which quarter they will be in.

+1 for each troops unit you destroy

+2 if you have a surviving HQ unit at the end of the game