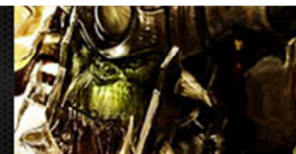


THE ASSAULT PHASE

Like a demon of Nurgle, your belly will gurgle



Scoring Sheet

Your Name:

Your Army:

HOLD AND PUSH

Teammates Name:

Team Score:

Teammates Army:

Individual Tactical Bonus Points:

Team Kill Points:

Individual Kill Points:

Opponents Signature _____

BOREALIS

Teammates Name:

Team Score:

Teammates Army:

Individual Tactical Bonus Points:

Team Kill Points:

Individual Kill Points:

Opponents Signature _____

GHOSTLY REINFORCEMENTS

Teammates Name:

Team Score:

Teammates Army:

Individual Tactical Bonus Points:

Team Kill Points:

Individual Kill Points:

Opponents Signature _____

Team Tournament Common Rules

At all times, armies must follow any and all special deployment rules specific to their Codex (i.e. Codex: Chaos Daemons).

Use of the word “Team” implies both players as a whole. Example would be each team must have control of an objective, which means any player on said team can control it. Both do not have to.

If an objective does not say “Wholly” within, then a unit only needs to have one model’s base at a point that crosses the control area of the objective.

Transports cannot carry models from a teammate.

Army wide abilities that are “Chapter Tactics” or affect “Your Army” such as Vulcan’s ability to reroll melta shots do not confer to a teammate. (They aren’t part of your army after all)

Abilities that target or benefit “Friendly Models” such as Pedro Kantor’s Inspiring Presence ability will confer to your team mate.

Independent Characters cannot join units from your teammate’s army.

You can’t shoot your teammate. No matter how funny it would be.

MISSION: HOLD AND PUSH

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. The time remaining in the round will be displayed in the tournament hall. Players should not begin a new turn if there is insufficient time remaining to complete the turn.

DEPLOYMENT

Before deployment zones are determined, both Teams must declare their Most Expensive Unit (See Tertiary Objective). All players must declare one of their HQ units as a field Commander.

The table is divided into two equal diagonal deployment zones (18" from opposite corners) as shown in the deployment diagram below. The teams roll-off, and the winner chooses to go first or second. The team that goes first then chooses one of the long table edges to be their own table edge and deploys their forces within the corresponding deployment zone. Their opponents then deploy in the opposite deployment zone.

Each team may also chose to place units in reserve using the Reserves rule. When a unit is placed in reserve, the owning team must declare how that unit will enter play from reserves (e.g. Deep Strike, Outflank, etc).

Finally, alternate deploying any infiltrators and making any scout moves.

The team that chose their deployment zone first starts game Turn 1 with their first player turn. The opposing team may attempt to seize the initiative as described in the Warhammer 40,000 rulebook (pg 92).

SPECIAL RULES

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

Established Defenses: Any enemy unit that moves onto the table from Reserves (e.g. Deep Strike, Behind Enemy Lines, Outflank, etc) and ends its movement with any part of the unit inside the opposing team's deployment zone **when an enemy commander is in the deployment zone**, automatically suffers 1d3 wounds (Normal Saves Allowed). Vehicles suffer a AP - glancing hit.

OBJECTIVES

Primary: A non-broken scoring unit must be within 3 inches of the center of the table. (Win = 15, Draw = 7, Loss = 0)

Secondary: Have the most scoring units "wholly" within the enemy's deployment zone. (Win = 7, Draw = 3, Loss = 0)

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

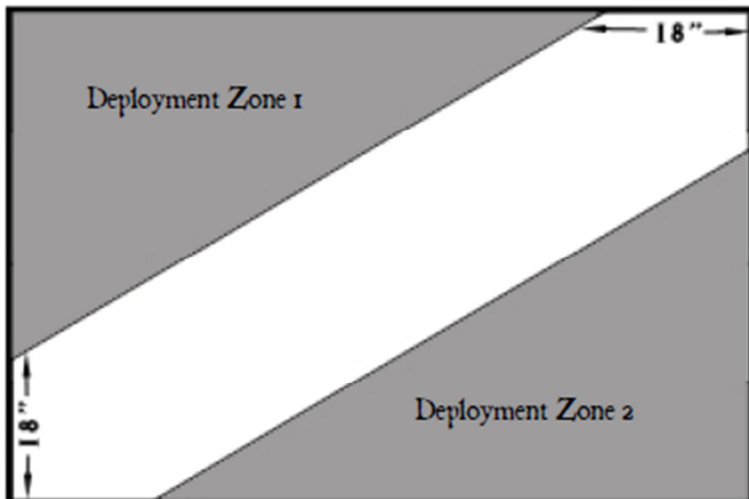
TACTICAL BONUSES

Team Tactical Bonuses

- +2, A Commander is still alive in your deployment zone at the end of the game.
- +2, You have destroyed an enemy Commander.
- +1, You have destroyed a unit via "Established Defenses" (see above)

Individual Tactical Bonuses

- +2, Your Commander is within 3" of the center of the table.
- +2, You have destroyed an enemy Commander.
- +1, Your most expensive unit survives.



MISSION: BOREALIS

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

This game automatically ends on turn 6.

DEPLOYMENT (MOD DAWN OF WAR)

Before deployment zones are determined, all players must declare one of their HQ units as a field Commander.

The table is divided lengthways into two halves. The Teams roll-off, and the winning Coalition chooses to go first or second. The team that goes first then chooses one of the long table edges to be their own table edge and places the first objective marker.

Teams then take turns placing their Team's objective markers until a total of 4 markers (TWO from each Team) are on the table. Each Team must place both objective markers wholly within their own starting deployment zone. Objective markers must be at least 12" away from other objective markers and at least 12" from all table edges.

Starting with the team going first, each Team Member then can deploy up to one unit from his Troops selections and up to one unit from his HQ selections in their half of the table (this is their 'deployment zone'). The opposing Team then does the same in the opposite half, but must position their units more than 18" away from enemy units.

Both Teams may also chose to place units in reserve using the Reserves special rule (pg 94). When a unit is placed in reserve, the owning Team Member must declare how that unit will enter play from reserves (e.g. Deep Strike, Outflank, etc).

Finally, alternate deploying any infiltrators and making any scout moves. Troops and HQ units that can infiltrate can do so, as long as at the end of deployment each Team Member still has a maximum of one HQ and one Troop on the table.

All units that were not deployed, and were not declared to be in reserve during deployment, must enter the game in the Movement phase of their first player turn by moving in from their own table edge, just like units moving in from reserve.

The team that chose their deployment zone first starts game Turn 1 with their first player turn. The opposing team may attempt to seize the initiative as described in the Warhammer 40,000 rulebook (pg 92).

SPECIAL RULES

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

Modified Dawn Of War: Planet Borealis is a planet with a bright and fast day cycle. On turns 1 and 2, any shooting that goes towards team 1's edge suffers from Night Fighting. On turns 3 and 4, any shooting that goes towards team 2's edge suffers from night fighting. Turn 5 there is NO night fighting. Turn 6 all teams suffer from night fighting.

OBJECTIVES

Primary: Teams earn 8 points for each enemy objective marker they control and 2 points for each of their own objective markers. To control an objective marker there must be a scoring unit within 3" at the end of the game.

Secondary: The team that has the most kill points. (Win = 5, Draw = 2, Loss = 0)

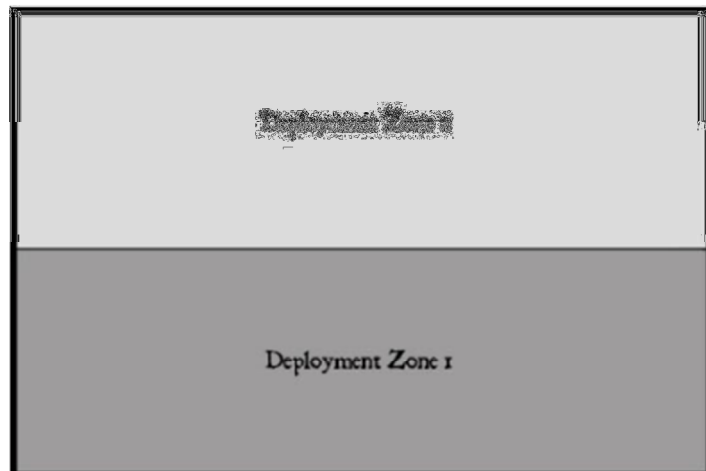
TACTICAL BONUSES

Team Tactical Bonuses

- +2, if your team has control of **both** of your own objective markers at the end of the game.
- +2, You have a commander within 3" of an enemy objective marker at the end of the game. (Annihilation will not automatically grant this unless the commander is **actually** there at the time the game ends.)
- +1, Each team member has a surviving Commander.

Individual Tactical Bonuses

- +2, **Both you and your teammate** control separate objectives.
- +2, **Both you and your teammate** have destroyed an enemy Commander.
- +1, Your team achieves a wipeout before turn 6.



MISSION: GHOSTLY REINFORCEMENTS

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 (SPEARHEAD)

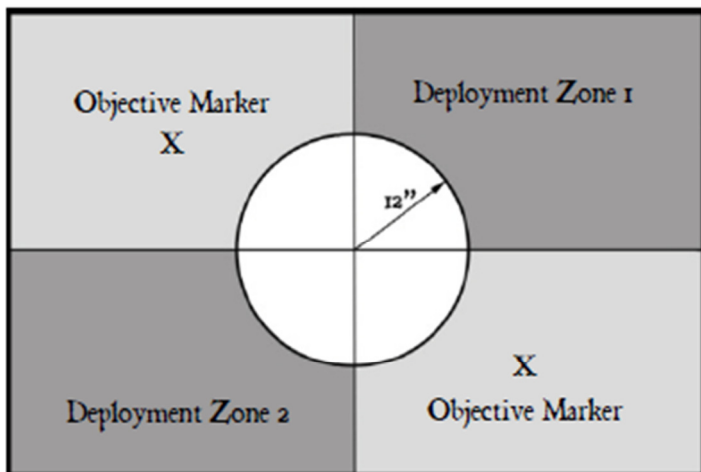
The table is divided into four quarters, formed by drawing two imaginary perpendicular lines through the center point. Two objectives are placed in the center of the two Neutral quarters.

The teams roll-off, and the winning team chooses to go first or second. The team that goes first then chooses one of the long table edges to be their own table edge. They then deploy their forces in one of the two table quarters on their side of the table, more than 12" away from the center of the table (this is their 'deployment zone'). The opposing team then deploys in the diagonally opposite quarter, following the same restrictions. The remaining table quarters are considered "neutral" at the start of the game.

Each team may also chose to place units in reserve using the Reserves special rule (pg 94). When a unit is placed in reserve, the owning Team Member must declare how that unit will enter play from reserves (e.g. Deep Strike, Outflank, etc).

Finally, alternate deploying any infiltrators and making any scout moves.

The team that chose their deployment zone first starts game Turn 1 with their first player turn. The opposing team may attempt to seize the initiative as described in the Warhammer 40,000 rulebook (pg 92).



SPECIAL RULES

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

Ghostly Reinforcements: Once per game, during your team's movement phase, your team can return up to 10 infantry models from any single completely destroyed unit using deep strike rules. This unit **may** assault the turn it arrives.

This unit does not retain any special weapons or wargear or any features that constitute as an upgrade cost. They cannot score or contest table quarters and are not worth additional killpoints.

The models have the following stats:

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|--------|
| 4 | 0 | 4 | 4 | 1 | 4 | 2 | 10 | Inv 5+ |

OBJECTIVES

Primary (Allied Table Quarters): To control a table quarter there must be a Scoring Unit from each Team Member in the table quarter at the end of the game and the quarter must not be contested. To contest a table quarter there must be at least one unit (any unit, whether scoring or not) belonging to each Team Member in the table quarter. Therefore a minimum of 2 units are needed to control or contest a quarter. The team that controls the most table quarters at the end of the game is the winner of this objective. A unit may only control or contest ONE table quarter at a time. If a unit is spread between multiple table quarters, then randomly determine which quarter that unit is controlling or contesting. (Scoring: Scoring: Win = 15, Draw = 7, Loss = 0)

Secondary (Tail the enemy): At the end of the game if your team has a unit within 12" of an enemy commander. The team with the most tails wins this objective. (Win = 7, Draw = 3, Loss = 0)

Tertiary: Kill the most enemy commanders. (Win = 3, Draw = 1, Lose = 0)

TACTICAL BONUSES

Team Tactical Bonuses

- +3, Your team controls both Neutral objectives
- +3, Your ghostly reinforcements cause more than 10 wounds.

Individual Tactical Bonuses

- +2, One of your units help control a table quarter.
- +2, You have destroyed an enemy Commander.