

General Information

Atomic Empire, Durham, NC
Saturday, August 19th; \$15 entry paid online or at the store

Doors open at 10 am, games start at 1030 am
3, 2 hour 45 minute rounds
See "Modified Sudden Death" Below

Per rulebook page 215, "Matched Play Mission Rules" are in effect

Psychic Powers and Warlord Traits will be chosen or rolled for before each game and do not need to be included in the army list.

A player's Warlord must be clearly marked in the army list.

Army Construction

2000 points or less (Power level not used)
Battleforged Army Rules (page 214 and 240)
All units in the army must share at least one Faction Keyword
Reinforcement Points in use

3 detachment limit

All individual unit entries are limited to 0-3 in the entire army.

The "Flyer" Battlefield Role is restricted to 0-2 for the entire army.

Forgeworld units are allowed. You must have the new rules with you.

Tournament Game Setup Order

****Command point rerolls may be used on one or more of the following steps per page 242. A roll may only be rerolled once.**

Exchange army lists with your opponent. Discuss armies, detachments, command points, psychic powers, your warlords, etc.

Terrain is fixed for this event. Be sure to discuss it and its effects on gameplay before beginning the pregame steps.

Determine Mission - Both players should take note of the fixed mission listed at the top of the page. Afterwards, the player whose warlord is the most points rolls a dice. Compare it to the mission table. The player who rolled the dice may choose to reroll the result with a command point. The result is one of the missions for the game for both players. The opposing player does the same thing, rerolling results that are the same as the first player. After a unique mission is rolled, a command point may be used to reroll it. Once both players have a unique result, you should have a "fixed mission" and two "table missions" that both players can achieve for Victory Points.

Place the Relic Objective, if applicable. The Relic is placed in the exact center of the board and counts as an objective for other objective placement.

Place Crusade Objectives, if applicable - Players roll off, rerolling any ties. The winner places an objective first. Players alternate until all objectives are placed. All objectives must be placed over 12 inches from any other objective and over six inches from any board edge.

Determine Deployment Zones - Both players roll off, rerolling any ties. The winner rolls a single die to determine the deployment map (p 216-217). After the map is determined, the loser of the deployment map roll off chooses his/her deployment zone per the rules of the selected map.

Deployment - Starting with the player that did not choose his/her deployment zone, players alternate deploying their units, one at a time. A player's models must be set up within their own deployment zone unless their rules state otherwise. Both players continue deploying units until both sides have set up their entire army.

First Turn - Players roll off, the winner choosing to go first or second. The player who finished setting up their army first adds +1 to the roll. If that player decides to take the first turn, their opponent may roll a dice. On a roll of 6, they manage to Seize the Initiative, and they get the first turn instead!

Battle Length (use for all missions) - At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+, the game continues to round six, otherwise, the game is over. At the end of battle round six, the player who had the second turn rolls a D6. On a roll of 4+, the game continues to round seven. Otherwise, the game is over. At the end of battle round 7, the game ends automatically.

Modified Sudden Death (use for all missions) - If, at the end of any turn after the first full game round, a player has no models on the table, a judge should be called. The player with models remaining will be able to finish out the game per normal rules and "Battle Length" (see above). Victory points will be calculated at the end of the game, as normal with both players receiving any Victory Points that have been earned.

Fixed Mission

Crusade Objectives - 4 objectives are placed per the setup rules. Each objective is worth 2 Victory Points to the player controlling it at the end of the game. A player controls an objective if they have more models within 3 inches of the center of the objective than their opponent. If players have the same number of models within 3", both players score 1 point for that objective. Players receive zero Victory Points if they have zero models within 3 inches of the center of an objective. 2 Victory Points are also awarded if you control more objectives than your opponent. (Max of 10 Points)

Mission Table

1. - **No Quarter Given** - Players score 1 Kill Point for each of their opponent's units that are destroyed or off of the table at the end of the game. Victory Points are awarded as follows: Win by 5+ Kill Points, (10 - 0 VPs); Win by 3-4 Kill Points, (8 - 2 VPs); Win by 1-2 Kill Points, (6 - 4 VPs); Both Players have the same number of Kill Points, (5 - 5 Victory Points).

2. - **The Relic** - The relic is an objective that is placed in the center of the board. An infantry model can carry the Relic by moving into contact with it - that model automatically and immediately picks it up during its move. From that point, the Relic remains with the model (move the Relic with the model to show this) until it is dropped, which only happens if the model is slain or flees (lost due to morale). A model with the Relic may not embark in a transport, leave the battlefield, or move further than 9 inches in any single phase, for any reason. Models with the vehicle keyword cannot control the Relic, do not count toward the number of models to determine control of the Relic, and cannot carry the Relic.

At the end of the battle, if a model from a player's army is carrying the Relic, that player earns 10 Victory Points. If the Relic is not being carried at the end of the game, treat it as an objective. Whoever has the most models within 3 inches of the center of the Relic earns 7 Victory Points, while the other player earns 3 Victory Points. If neither player has models within 3 inches of the relic, or if both players have the same number of models within 3 inches of the Relic, both players receive 5 Victory Points.

3. - **Secure and Control** - During deployment, each player sets up a Secure and Control objective completely within their deployment zone. The objectives are deployed in the alternating sequence of units, as if they themselves were units. They must be 6 inches from any board edge and 6 inches from any other objective.

At the end of the battle, players earn 2 Victory Points for controlling the Secure and Control objective in their own deployment zone and 8 Victory Points for controlling the Secure and Control objective in their opponent's deployment zone. A player controls an objective if they have more models within 3 inches of the center of the objective than their opponent. If players have the same number of models within 3" of either objective, both players score 1 point for that objective. Max of 10 Victory Points.

4. **Progressive Control** – At the beginning of each player's turn, starting with the second, that player earns Victory Points equal to the total number of units completely within their opponent's deployment zone to a maximum of 2 Victory Points per turn and a maximum of 10 Victory Points for the game. Keep track of this throughout the game.

5. **Vital Equipment** - During deployment, each player must assign 2 vital equipment tokens to units as they are being deployed. Note that these tokens are assigned to a unit, not a model, and these units behave normally throughout the game. If the unit is destroyed, the token is also destroyed. It may not be dropped or transferred in any way.

Players earn 3 Victory points for each of their own units bearing the vital equipment token if the entire unit ends the game in their opponent's deployment zone. Players also earn 2 Victory points for each of their opponent's units with vital equipment tokens that are destroyed by the end of the battle. Max of 10 Victory Points

6. **Battlefield Control** - Players earn victory points by controlling table quarters at the end of the game. To control a table quarter, a player must have more units completely within a table quarter than their opponent. If a unit is in two or more table quarters, it is not counted to be in any table quarter.

Players earn 2 Victory Points per table quarter they control at the end of the game. 2 bonus Victory Points are awarded to the player who controls the most table quarters. Max of 10 Victory Points.

Fixed Bonus Objectives

Slay the Warlord - If the enemy Warlord has been slain/removed from play during the battle, the player scores two Victory Points. If both players achieve this objective, the two points are split between the players, one per player.

First Blood - Be the first player to completely destroy one of your opponent's units. The unit must be completely slain or removed from play to count. If one player loses a unit from a source other than the other player (Perils of the Warp, etc), it still counts for this objective. Only one player may achieve this bonus and it is worth one Victory Point.

Linebreaker - If, at the end of the battle, a player has at least one model completely within the enemy's deployment zone, that player scores two Victory Points. If both players achieve this objective, the two points are split between the players, one per player.

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|---|---|---|--|--|--|
| <u>Fixed Mission</u> | <u>Random Mission 1</u> | <u>Random Mission 2</u> | <u>Bonus Objective</u> | <u>Bonus Objective</u> | <u>Bonus Objective</u> |
| Crusade Objectives | _____ | _____ | Slay the Warlord | First Blood | Linebreaker |
| <u>My Victory Points Scored (Max 10)</u> | <u>My Victory Points Scored (Max 10)</u> | <u>My Victory Points Scored (Max 10)</u> | <u>My Victory Points Scored (Max 2)</u> | <u>My Victory Points Scored (Max 1)</u> | <u>My Victory Points Scored (Max 2)</u> |
| _____ | _____ | _____ | _____ | _____ | _____ |

My Name _____ My Victory Points ____/35

Opponent's Name _____ Their Victory Points ____/35

Did the game end due to (circle one): Time Game Finish No Models

Fixed Mission

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| No Quarter Given | _____ | _____ | Slay the Warlord | First Blood | Linebreaker |
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| Fixed Mission | Random Mission 1 | Random Mission 2 | Bonus Objective | Bonus Objective | Bonus Objective |
| The Relic | _____ | _____ | Slay the Warlord | First Blood | Linebreaker |
| My Victory Points Scored (Max 10) | My Victory Points Scored (Max 10) | My Victory Points Scored (Max 10) | My Victory Points Scored (Max 2) | My Victory Points Scored (Max 1) | My Victory Points Scored (Max 2) |

My Name _____ My Victory Points ____/35

Opponent's Name _____ Their Victory Points ____/35

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