

General Information:

Schedule:

Saturday

10:00 - Official presentation and information

10.30-13.30 - Game 1

13.30-15.00 - Lunch

15:00-1800 - Game 2

18.00-19.00 - Best Painted during the break for food and snacks

19:00-22:00 - Game 3

22.00-Beer, Food

Sunday

08:00-09:00 - Breakfast

09:00-12:00 - Game 4

12.00-13.00 - Lunch

13:00-16:00 - Game 5

16:00 - Award Ceremony

Gametime:

Each game will be played for 3 hours and atleast

5 turns. 1 hour before the game ends, everyone will be informed that there is 1 hour left to play.

15 min before the game ends everyone will be informed that there are no more gameturns.

The result should be reported at the very latest 15min after gametime.

If results are reported in late, both

players will receive a penalty of 1 point per 5 full minutes.

Active Komp

After a game has been played calculate the difference in komp and add it to the end result. Example: 1 in komp difference in a 20-0 game become 19-1.

Include this modified result when you report your game result.

Best Painted:

Best painted is divided into 3 categories.

Best army

Best Unit

Best Monster/Character/Vehicle

3 items will be nominated by judges in each category.

The playerr who receives a nomination will be awarded

3 extra points.

Difference in Victory points:

Every game will max generate 18 victory points.

Use this table to calculate the end result:

1 or tiebreaker, 11-9

2, 12-8

3, 13-7

4, 14-6

5-6, 15-5

7-8, 16-4

9-10, 17-3

11-12, 18-2

13-14, 19-1

15+, 20-0

In case of a "Wipe", play all remaining turns and still roll for turn 6 and 7 as usual, and thereafter count the score according to the mission.

Order before game:

1. Roll-off: Winner chooses deployment zone
2. Roll-off: Winner chooses whether to place fortifications first or second.
3. Roll-off: Winner chooses whether to roll for Warlord Traits first or second.
4. Roll-off: Winner chooses whether to roll for Psychic Powers, Gifts etc. first or second.
5. Night Fight
6. Roll-off: Winner chooses whether to deploy first or second.
7. Deploy infiltrators
8. Make Scout Move
9. Seize the initiative
10. Start the game

Objectives:

All measurements to an objective are made from the rim of the objective, both placing and holding objectives.

All Objectives must be on a 40mm base.

Objectives can't be placed within 6" from any table edge and/or within 12" other objective.

Objectives may not be placed in impassable terrain, buildings or within 3" of fortifications.

Scoring / Denial units:

As the rulebook p 123.

Kill points:

Kill points follows the rules on page 127 (Purge the Alien).

The Relic:

The relic follows the rules on page 131 (The Relic)

You can't move flatout or Assault/Thrustmove with the relic.

The relic can only be held by a scoring model. (Not by a IC that has joined a scoring unit)

Placement of Fortifications:

Must be place outside and not in/on any terrain. It may not be placed within 3" of an objective

Deployment: Vanguard strike:

When playing deployment vanguard strike. First roll which corner the diagonal is drawn.

Judges:

If you need help in a rule discussion you can always call on one of our judges or our main organizer.

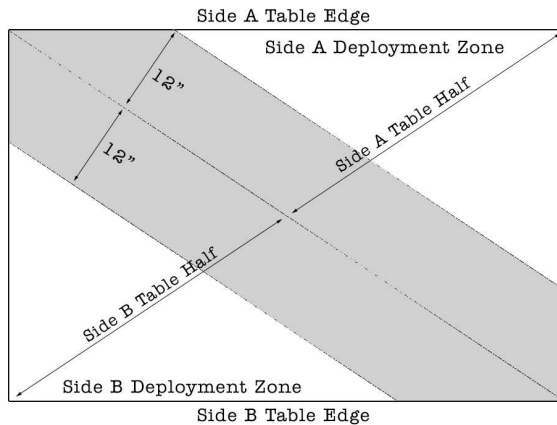
The judges are:

Main Organizer:

Samuel Bergström, Tele:0761-091111

First Mission:

Deployment: Vanguard strike



Primary: Objectives. 4 Objectives each worth 2vp, Linebreaker. Each scoring unit in the enemies deployment zone is worth 1vp. (Max, 5vp difference.)

Secondary: Kill points, the player with the most kill points gets 1vp, Slay the Warlord 1vp.

Tiebreaker: First Blood.

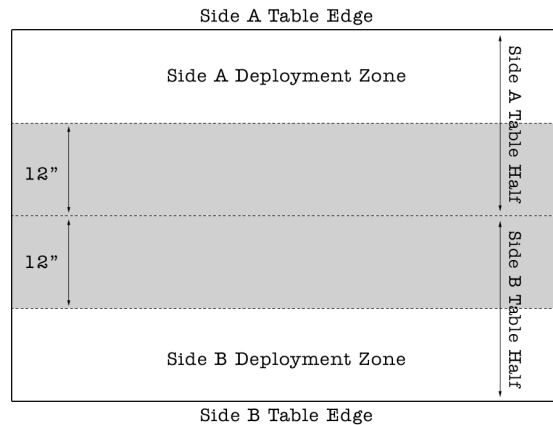
Special Rules: Reserves, Night fight, Big Guns Never Tire, Heavy support is scoring and each player receives 1 Victory Point for each enemy heavy support unit that has been completely destroyed.

Placement of Objectives:

After fortifications has been placed. Start placement of objectives. The winner of who picked sides, starts to place.
1 Objective is placed in enemy table half
1 Objective is placed in enemy Deployment zone

Second Mission:

Deployment: Dawn of war



Primary: Killpoints: Each unit destroyed is worth 1vp (Max, 8vp difference.)

The Relic: is worth 2vp
Objectives: 2 Objectives, each worth 3vp,

Secondary: Linebreaker 1vp, Slay the Warlord 1vp.

Tiebreaker: First Blood.

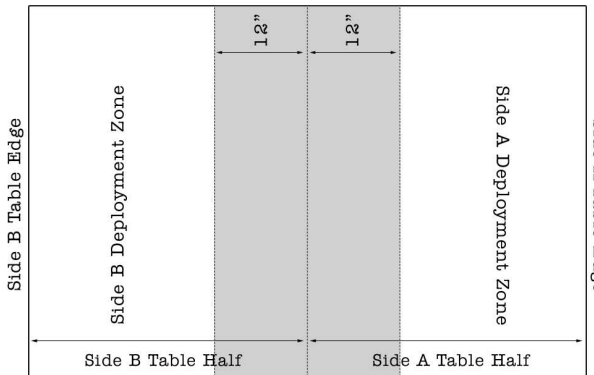
Special Rules: Reserves, Night fight,

Placement of Objectives:

Objectives have a fixed position.
24" From players table side
12" From each short side

Third Mission:

Deployment: Hammer and Anvil



Primary: Objectives: 5 Objectives.
1x5vp, 2x3vp 2x1vp.

Slay the Warlord, is worth 4vp

Secondary: Linebreaker 1vp, First blood 1vp.

Tiebreaker: Most units alive. (If equal then First blood)

Special Rules: Reserves, Night fight,

Placement of Objectives:

Write on the objectives the number of VP they are worth.

Roll-off to determine who start placing objectives.

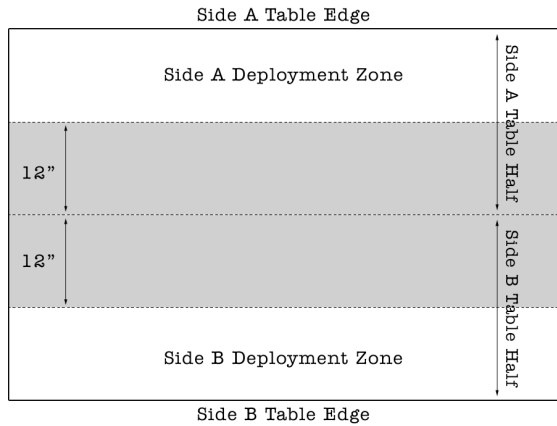
Randomly divide the objectives between the players.

Before choosing sides to deploy, without looking on the objectives place them on the table.

The objectives worth in VP are revealed after fortifications are placed.

Fourth Mission:

Deployment: Dawn of war



Primary: Objectives. 6 Objectives each worth 3vp, (Max, 9vp difference.)

Most units alive, is worth 3vp.

Secondary: Linebreaker 1vp, Slay the Warlord 1vp.

Tiebreaker: First to slay Warlord, (If no warlord is killed, then First blood)

Special Rules: Reserves, Night fight, The Scouring, Fast attack is scoring and each player receives 1 Victory Point for each enemy fast attack unit that has been completely destroyed.

Placement of Objectives:

After fortifications has been placed. Start placement of objectives. The winner of the roll-off for sides starts to place.

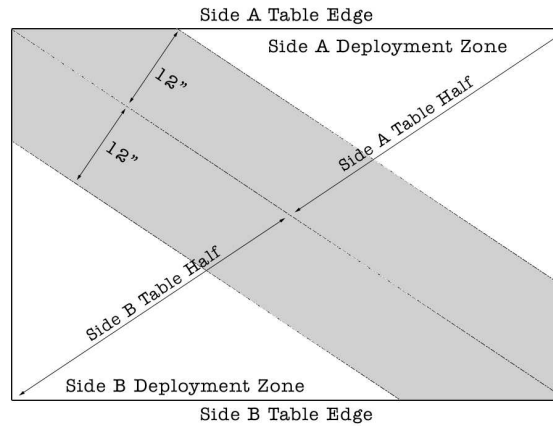
1 Objective is placed in enemy table half

1 Objective is placed in enemy deployment zone

1 Objective is placed in own table half

Fifth Mission:

Deployment: Vanguard strike



Primary: The Relic. 2 Relics, each worth 4vp, Killpoints: Each unit destroyed is worth 1vp (Max, 8vp difference.)

Secondary: Linebreaker 1vp, Slay the Warlord 1vp.

Tiebreaker: First Blood.

Special Rules: Reserves, Night fight,

Placement of Relics:

After fortifications has been placed. Start placement of the relics. The winner of the roll-off for sides starts to place.

1 Relic is placed in enemy table half

The relics can't be placed within 18" of the other relic, 6" from any table edge and 3" from fortifications.