



Schema Lördag 09.00 - Samling 09.30-12.30 Match 1 12.30-13.30 LUNCH 13.30-16.30 Match 2 16.45-19.45 Match 3 2030 MIDDAG på Nyköpings Burger Bar	Schema Söndag 08.00 Frukost för dem som sover i sovsal. 09.00-12.00 Match 4 12.00-12.30 Kortlunch 12.30-15.30 Match 2 15.45 Avslutningsceremoni	VP. Result <u>0-1</u> <u>10-10</u> <u>2-3</u> <u>11-9</u> <u>4-5</u> <u>12-8</u> <u>6-7</u> <u>13-7</u> <u>8-9</u> <u>14-6</u> <u>10-11</u> <u>15-5</u> <u>12-13</u> <u>16-4</u> <u>14-15</u> <u>17-3</u> <u>16-17</u> <u>18-2</u> <u>18-19</u> <u>19-1</u> <u>20+ 20-0</u>
<u>Terrain</u> Models base needs to be fully within the terrain feature, or the model shall be 25% obscured, to get cover. <i>Ruins/buildings/walls/temples:</i> 4+ cover. Difficult terrain. 3" height between floors. <i>Hills:</i> 5+ cover if obstructed by it. No difficult terrain. <i>Rough Hills:</i> 5+ cover if obstructed by it. Difficult terrain. <i>Woods:</i> 5+ cover. Vehicle obstructed if 25% in/behind. Difficult terrain. <i>Pipes/boxes/container/tent:</i> 5+ cover if obstructed by it. Difficult terrain. <i>Craters:</i> 6+ cover. Go to ground gives 4+ if fully within the crater. Difficult terrain.		
<u>Super Heavies & Gargantuan Creatures:</u> If there is a Super Heavy unit (Super Heavy Vehicle/Walker/Flyer or a (Flying) Gargantuan Monstrous Creature) use the rules; Impending Doom. If one player has a Super Heavy unit as part of their army, and their opponent does not, then their opponent receives a +1 modifier to any roll to Seize the Initiative. Through attrition Victory. At the end of the game, you score 1 Victory Point for every 3 full Hull Points or Wounds that have been lost by an enemy Super Heavy unit. Note that Hull Points or Wounds that have been lost but subsequently recovered due to Repair rolls, It Will Not Die or by any other means are not counted when determining these Victory Points		

The Game:

- 1) Discuss the terrain
- 2) Place Objectives (roll-off to start placing 3 objectives each)
- 3) Roll-off to choose deployment zone
- 4) Place Fortifications in your deployment zone (including all upgrades). Not in/on any terrain piece or within 3" of an objective
- 5) Roll for; 1. Psychic Powers, 2. Gifts, wargear etc.
- 6) Roll-off for deployment. 1st player rolls the Warlord trait & deploys, followed by the 2nd player
- 7) Roll for Night Fight
- 8) Roll for Seize the initiative
- 9) Start the game

Missions

All missions have the Linebreaker and Slay the warlord secondary missions.

First blood is used as Tiebreaker.

Tactical objective cards: all cards are used, all factions with their own cards, like orks, should try to use their own faction cards.

Mission 1— INTO THE FIRE

Deployment: Dawn Of War

Tactical Objectives: Escalating cards where the turn number is the maximum amount of cards on hand (max diff. 12) and Killpoints (max diff. 8)

ACHIVEMENT: Completely destroy 4 units during ONE shooting phase.

Mission 2— GLADIATOR

Deployment: Hammer and Anvil

Tactical Objectives: 3 Tactical objectives on the middle line, two worth 2 points and the one in the middle is worth 4 points at the end of the game. 3 cards drawn each player turn (maxdiff 12)

LINEBREAKER is worth 3 vp.

ACHIVEMENT: Kill/destroy 4 units during one assault phase

Mission 3— ASSASSINATION

Deployment: Dawn of war

Tactical Objectives: Controlled objectives. Draw as many cards as objectives controlled. If you have no objectives you do not draw any new cards, generate 1 card on your first turn and max six cards on hand (Max diff 6) and Killpoints (max diff 12)

SLAY THE WARLORD is 3 VP.

ACHIVEMENT: Kill 3 Characters or independent characters during ONE player turn.

Mission 4—COMMAND AND CONQUER

Deployment: Vanguard Strike

Tactical Objectives: Draw 3 cards every turn, max 3 cards on hand (max diff: 12)

The Doomsday device: place an objective in the middle, this objective follows the rules for the RELIC (p. 147 Small rulebook) with the following rules added:

On the start of your movement phase roll a dice for the Doomsday device; on 2-5 nothing happens.

On a roll of 1: All units within 3" gets a D6 S6 Ap— hits.

On a roll of 6: All units within 5" gets D3 S7 Ap3 hits with the following rules; Pinning, Ignores cover and armourbane (hits in side armour). Worth 6 Vp

ACHIVEMENT: During ONE of your player turns you have to controll 6 objectives to pass this achievement.

Mission 5— KINGSLAYER

Deployment: Dawn of war

Tactical Objectives: 3 cards per turn, max 3 cards on hand (max diff 10)

Slaughterpoints: Each unit and vehicle that is destroyed or falling back at the end of the game is worth 1VP, if destroyed (removed from the table or wrecked) in the Assault phase its worth 2VP. Independent characters destroyed or falling back at the end of the game are worth 2VP. (max diff. 10)

SLAY THE WARLORD Is worth 3 VP.

ACHIVEMENT: Your Warlord must slay the enemies warlord in a challange

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