



ALLIES OF CONVENIENCE WALES GT

RULESPACK 40K 8<sup>TH</sup> EDITION

01/12/2018 – 02/12/2018

at



**THE SOUTH WALES GAMING CENTRE**



TOURNAMENT OUTLINE.....	3
Dates.....	3
Details.....	3
Pricing.....	4
Schedule.....	4
General Tournament Outline.....	3
ARMY COMPOSITION.....	6
General Army Composition Rules.....	7
SCORING AT THE EVENT.....	8
Victory Points.....	8
LIST SUBMISSION OUTLINES.....	9
List Submission template.....	9
DISCIPLINE At THE EVEBT.....	11
Referees.....	11
Players forfeiting.....	11
EVENT Penalties.....	11
List of Offences at the EVENT.....	11
EVENT MISSIONS.....	13
General Mission Clarifications.....	13
Modified Pre-Game interactions.....	13
MISSION 1.....	14
MISSION 2.....	15
MISSION 3.....	16
MISSION 4.....	17
MISSION 5.....	18

## TOURNAMENT OUTLINE

### DATES

The Allies of Convenience Wales GT will be held in the South Wales Gaming Centre on December 1<sup>st</sup> to December 2<sup>nd</sup>.

### DETAILS

The venue will be

Firestorm Games (Cardiff)  
Trade Street  
Penarth Road  
Cardiff  
CF10 5DT  
United Kingdom

Tel: +44 (0) 2920 227117



If you plan to arrive by train the closest train station is Cardiff Central and is less than a 10 minute walk.

International travellers can fly to Cardiff Airport <https://www.cardiff-airport.com/>

Transport from the airport to the centre can be done by bus <https://www.cardiff-airport.com/by-bus/>

Or by train <https://www.cardiff-airport.com/by-rail/>

## PRICING

Tickets will be priced at £40 per player. This price will include a hot lunch on both days.

Prize support will be as follows. A prize for 1<sup>st</sup> 2<sup>nd</sup> and 3<sup>rd</sup> place, a prize for best painted and for most sporting. If funding allows there are also plans for a few fun spot prizes throughout the event, this will be subject to ticket sales.

All tickets can be purchased from the following link

<https://www.thebattlefields.co.uk/events-at-the-battlefields/allies-of-convenience-warhammer-40k-welsh-gt-cardiff>

All additional event information, updates and general discussion can be found here

<https://www.facebook.com/AOCPodcast>

Any specific requests or queries can be messaged to us via our Facebook page [LINK](#) or emailed to [AlliesofconvenienceGT@gmail.com](mailto:AlliesofconvenienceGT@gmail.com)

## SCHEDULE

The event will take place over two days consisting of five games. Three games will take place on the Saturday with two to take place on the Sunday

### **Timings**

#### **Saturday 2<sup>nd</sup>**

09:00-10:00 Registration

10:00- 12:45 Round 1

12:45 - 13:45 Lunch

13:45 – 16:30 Round 2

16:30 – 19:15 Round 3

#### **Sunday 3<sup>rd</sup>**

10:00-12:45 Round 4

12:45 – 13:45 Lunch including best army voting

13:45 – 16:30 Round 5

16:30-17:30 wrap up and awards

## GENERAL TOURNAMENT OUTLINE

1. 2000 pts Armies, 8<sup>th</sup> edition WH40K, Matched play rules
2. Armies have to be fully painted and based and be WYSIWYG. Models that are not official, do not fit the WYSIWYG profile, or considerably deviate from the norm must be checked with the organisers before attending. Email queries to [Alliesofconvergence@gmail.com](mailto:Alliesofconvergence@gmail.com) Decisions can be made on the day but if they don't go your way we cannot be held responsible.
3. Players will be matched by Swiss system after the first round. First round will be randomly drawn.
4. Battles last a maximum of 2 hours 45 minutes
5. Publication released later than November 18<sup>th</sup> 2018 may not be used at the event for building army lists. FAQ's submitted by GW later than November 18<sup>th</sup> will not be in use. We will also be using the official ETC faq as a guideline to cover any holes in the rules and GW faqs. This can be found here <https://drive.google.com/open?id=1l0fV2...-dXfbQ3KdyTU8wI>
6. The matched play beta rules and guidelines for events are in use. The rule of 3 is applied to the datasheet name, even if the datasheets between different books would have different options/rules. For instance, for the rule of 3 an Adeptus Astartes Terminator unit would count the same as a Grey Knight Terminator unit. Daemon princes from different books would not count towards the rule of 3 as each daemon prince datasheet is named differently.

## ARMY COMPOSITION

What follows are the rules for composing an Army at the Allies of Convenience Wales GT.

### Army rules

When an Index calls out certain Armies and bestows a benefit for having an 'Army Of ...', like is the case for an Army of Thousand Sons or an Army of the Deathguard, or even an Ynnari army, it will affect all the models on the detachments level that meet the requirements and consist of models with the right keywords. For instance, in a roster that combines an Ynnari detachment alongside two other Aeldari detachments, the Ynnari detachment and all models in it will benefit from all the Ynnari special rules that apply to an 'Army of the Reborn'. Likewise, mixing Deathguard and Thousand Sons detachments will allow the models in each detachment to benefit from Deathguard or Thousand Sons as troops for instance, and all associated rules, as long as they meet all the other requirements listed to be a 'Thousand Sons Army' or a 'Deathguard Army'.

## GENERAL ARMY COMPOSITION RULES

1. Your army will consist of a maximum of 3 detachments, following all the rules and restrictions for Battleforged armies as laid out in the Advanced Rules section. No Forgeworld rules or models are allowed at the event, except as stand-ins for models represented in any of the non-FW books released for 8<sup>th</sup> edition.
2. Detachments may freely be taken in a given army. This means you can have two or more supreme command detachments in one army and so forth.
3. Once a codex has been released, all index options for a datasheet are void. We do not use the flowchart released by GW in their FAQ documents.
4. As mentioned previously any FAQ releases or similar codex or army updates etc, released on or before November 18<sup>th</sup> will be in effect for the event.

## SCORING AT THE EVENT

### VICTORY POINTS

Victory points scored are cumulative from three parts: objective scoring (EW and MOW), secondary objectives (STW, FB, LB) and a killpoint differential (up to 6). A tabling automatically gives a player 20 points.

#### Game Points

To determine Game Points, each player counts their victory points, subtracts their opponent's victory points and consults the table below.

<i>VP Differential in favor of player</i>	<i>Game Points Player Score</i>	<i>Game Points Opponents Score</i>
0	10	10
1-2	11	9
3-4	12	8
5-6	13	7
7-8	14	6
9-10	15	5
11-12	16	4
13-14	17	3
15-16	18	2
17-18	19	1
18+	20	0

Apart from the victory points specified in the missions, **when you achieve First Blood, Slay The Warlord or Linebreaker you get +1 victory points.**

#### Tactical Objective Cards

Each player starts with a full deck of maelstrom cards as described in the 8th edition rules. Once a card is completed at the end of a respective player turn, you announce it to your opponent and score that card. Each Tactical Objective number can only be scored once per game. **You may score 3 Tactical Objective Cards per turn.** If any objective is unattainable, immediately discard that card and redraw another. For a list of the Tactical objectives see the Scoring Document.

#### Killpoints

At the end of the game, players count up Killpoints scored and the player scoring the most KP's adds the differential to his score. For instance, player A scored 12 KP and player B 3, would mean player A adds 6 VP's to his tally for the game.

Your Gamepoints Score will be used for the final standings and the Victory points will be used as a tie-breaker.

## LIST SUBMISSION OUTLINES

### LIST SUBMISSION TEMPLATE

1. Each Army list **MUST** mention which model will be the Warlord. If your Warlord is a character, assign a warlord trait to him, or indicate you will roll-off every battle. Add text as a **suffix behind the unit's point value as follows – WARLORD (Tenacious Survivor). Warlord traits may be changed before the start of every game at the event but just need to be mentioned as a fallback in case changes are not communicated before the game, so no unfair advantages are gained. In such cases, use the warlord trait as mentioned on the armylist. Characters that have fixed warlord traits are of course exempt from choosing another warlord trait.**
2. Each Army list **MUST** mention which basic psychic powers have been assigned to the models or if they will be generated freely each round. The same goes for artefacts or relics or equivalents if they are chosen for models. Those that will be generated by CP prior to a battle need not be mentioned on the armylist. Such items can be changed before the start of each battle but just need to be mentioned as a fallback in case changes are not communicated before the game, so no unfair advantages are gained. In such cases, use the things listed on the armylist. Psychic powers may be freely chosen/changed before the start of each game but are listed as a fallback.
3. Each Roster must include all the necessary info, meaning players name with the correct army, and clearly indicate what detachments are taken and how many command points each detachment provides to the player, and all other relevant information for your opponent. From 2018 on, Powerlevels need to be added in per unit with each unit entry. In the case of Space Marines for instance, it needs to be mentioned which Chapter you are playing, in the case of the Mechanicus, the Forgeworld, and so on... In the case of cross-faction detachments, each entry needs to be succeeded by their faction or chapter denomination. For instance - Troops: Plague Marines <Deathguardi>. The overall Army Faction of a roster is always defined by the common keyword of the army.
4. Detachments from a list are separated by double "==" and always mention how many Command Points the detachment brings to the army. A total CP number shall be listed on the armylist as well.
5. All upgrades and options must be shown on any given unit except those that come as standard on the model and cost zero points. Any wargear that is chosen (whether it costs points or free) must be listed.
6. List transports together with the unit entries they were bought for.
7. Upgrades to specific models in a complex unit are indicated per model
8. Players opting to keep summoning points in reserve need to indicate so clearly, and how many points are available, on their army roster

NOTE: It is perfectly fine to simplify the list outline below for detachments that are not complex. You can skip noting down all the craftworld/hivefleet/forgeworld notations and such if there can be no confusion in your list. It would be perfectly fine to state the Detachment is Biel-Tan in the Detachment header instead of repeating the craftworld notification for each unit for instance.

```

+++++
+PLAYER: John Smith
+ ARMY FACTION: Blood Angels
+ TOTAL COMMAND POINTS: 13
+ TOTAL ARMY POINTS: 1991 pts
+ POWER LEVELS: 104 pls
+ ARMY FACTIONS USED: Blood Angels, Adeptus Mechanicus
+ TOTAL REINFORCEMENT POINTS: Not Applicable
+++++
== Batallion Detachment == Blood Angels [32 Power Points] [568 Points] 5 CP
HQ: Captain with Jump Pack (93), Storm Shield (15), Thunder Hammer (21), Angels Wings (1
CP), Death Visions of Sanguinius (1 CP) - [6pls] [129pts] – WARLORD <Selfless Valour>
HQ: Captain with Jump Pack (93), Storm Shield (15), Thunder Hammer (21), The Hammer of
Baal (free), Death Visions of Sanguinius (1 CP) - [6pls] [129pts]
HQ: Mephiston (145) - [8pls] [145pts] - Psychic Powers: Smite, Quickening, Unleash Rage, Wings
of Sanguinius
TR: 5 Scouts (55), Combat knife and bolt pistol (0) - [4pls] [55pts]
TR: 5 Scouts (55) - [4pls] [55pts]
TR: 5 Scouts (55) - [4pls] [55pts]
== Batallion Detachment == Adeptus Mechanicus [72 Power Points] [1423 Points] 5 CP
HQ: Tech-priest Enginseer (35), Ommissian axe (0), Servo-arm (12) [3pls] [47pts]
HQ: Tech-priest Enginseer (35), Ommissian axe (0), Servo-arm (12) [3pls] [47pts]
TR: Skitarii Rangers (5*7=35) [4pls] [35pts]
TR: Skitarii Rangers (5*7=35) [4pls] [35pts]
TR: Skitarii Rangers (5*7=35) [4pls] [35pts]
FA: Sydonian Dragoons (6*59=354), Broad spectrum data-tether (6*0=0), Taser lance (6*9=54)
[18pls] [408]
FA: Sydonian Dragoons (6*59=354), Broad spectrum data-tether (6*0=0), Taser lance (6*9=54)
[18pls] [408]
FA: Sydonian Dragoons (6*59=354), Broad spectrum data-tether (6*0=0), Taser lance (6*9=54)
[18pls] [408]
ARMY REINFORCEMENT POINTS: 0
ARMY REINFORCEMENT FACTION: NONE

```

## DISCIPLINE AT THE EVENT

### REFEREES

The Tournament will be officiated by the Head Referee. There will also be several other referees or player referees available at the event. A Referees word is usually final, but if a player does not agree with a certain (important) decision he can petition the head ref for another opinion. Abuse of this right will not be tolerated. A red/yellow card system will be implemented to handle any disputes/issues (see penalty section below).

### PLAYERS FORFEITING

When an issue or a complement of issues arises for a player to get to the point like they feel they want to concede a round at the event, take note of the following course of action.

The head referee will be warned and informed about the situation. If it is a gaming issue between two players the head ref can try to defuse a situation and come to some sort of fair resolution for both parties. Head refs and the players specifically are the only involved parties here. There will be no onlookers or friends involved.

The head referees decision is final.

### EVENT PENALTIES

This is something that is likely never to occur but is always better to be prepared for than not. In the event of a player not meeting the required standards and etiquette of the event as judged by one of the referees, the head referee, the organiser or the host one of the following can happen.

Players may be spoken to about their conduct and a quick and simple resolution will be the first goal for all.

If necessary a card system will also be in place. A yellow card will be a warning and a – 10 Gaming Point modifier to your final score will be added. A red card will result in the player being disqualified and being asked to leave the event.

### LIST OF OFFENCES AT THE EVENT

#### **Excessive rules questions:**

If a player is found to be repeatedly calling referees over for rules questions which are clearly answered in any of the relevant game literature including the FAQ, they will receive a warning

and if a referee deems necessary they can follow the penalty procedure (this is a form of time wasting).

#### **Dice-, movement- or rules-cheating:**

Any instances of the following, or anything deemed as cheating within similar confines, witnessed by a referee and/or an impartial bystander, dice cheating (loaded dice, incorrectly counting the number of passed or failed rolls, changing the value of dice rolled, etc) , movement cheating (moving too far, pushing models outside of their regular movement allowance, etc), rules cheating (forgetting core rules for your OWN army and models, etc), will be dealt with accordingly. It is to be considered common practice to let your opponent roll ANY dice you also use during the game **without the need for consent**. Players that have issues with this can opt to use any other set of dice they feel comfortable their opponent also uses.

#### **Poor sportsmanship or negative/aggressive attitude:**

Any player seen to be acting in any manner not in-line with the expectations of friendly but competitive gaming at the event, as to be deemed by any referee will be subject to the penalty procedure above a referee has full discretion in these incidents.

#### **Illegal Alternative Models:**

If a player uses alternative models that have not gained prior approval, then at the discretion of the referees those models will be removed from the board if an unfair in game advantage is felt to have been gained. The player will have the opportunity to replace them with the official GW models. If no models are immediately available he will continue the event without the use of said models whatsoever. If a player subsequently is caught reusing said 'banned' models they will be subject to the penalty procedure.

#### **Slow Play**

A minimum of 5 mandatory turns is required to be completed every game. Players that take a lot of time should train hard to be able to finish games to turn five within the allotted time frame or not take said armies to the event. Again it is the responsibility of the players, not the referees, to make sure games complete at least 5 turns, and that a roll-off for turn 6 happens with time left to play said eventual turn.

It is **both players** responsibility to ensure games finish in time. Any game that gets reported where players do not play all turns, including random game length, will be looked into by a referee. If your opponent is too slow, tell him/her to speed up, if it doesn't help, get a referee to help speed things up. If that doesn't happen the above penalties may be applied.

## MISSIONS

### GENERAL MISSION CLARIFICATIONS

**Objective placing:** Players roll off. Whoever rolls highest starts placing 1 of 6 objective markers, alternating between players until all have been set up. Note that when placing objectives, they are always dropped in order. Place objective 1 first, followed by objective 2, ...

**Choosing deployment zones:** Players roll off. Player with highest score chooses deployment zones after which player with lowest score starts deploying his first unit in his deployment zone, alternating until both sides have set up their army.

**First Turn:** The player who finishes setting up first gets a +1 to the roll-off to decide to go first or second.

**Random Game Length:** The player who had first turn rolls a dice after T5. Game continues on the roll of 3+. At the end of T6, the player who went second rolls a dice. Game continues on the roll of 4+.

**Scoring:** Count up points scored from maelstrom, eternal war, killpoints, and secondary objectives (Slay The Warlord, First Blood and Linebreaker). The difference in total VP's scored between the two players decides the outcome of the battle.

### MODIFIED PRE-GAME INTERACTIONS

Follow this procedure to start your games at the event:

1. Roll off for who places first objective
2. The player winning the roll off now selects his warlord trait. His opponent then does the same
3. The player having won the roll off chooses his psychic powers. His opponent then does the same
4. The player having won the roll off chooses if he will spend CP's for stratagems to purchase extra relics for any of his characters. His opponent then does the same.
5. Start placing objectives
6. Roll off for who chooses sides
7. Whoever did not choose side starts to deploy his first unit
8. Alternate deploying until done
9. Roll off for who starts, applying a +1 for whomever finished deploying first. In the case of re-rolling ties, the +1 still applies to any re-rolls that might occur.
10. Roll to seize the initiative
11. Pre-game deployment
12. Players announce their remaining available command points and clearly mark this somewhere for their opponent to keep track of during the game
13. Start the first battle round

## MISSION 1

Objective #1: **Eternal War: Frontline Warfare (Marker 1-4)**

Objective #2: **Maelstrom of War: Contact Lost**

Deployment: **Spearhead Assault**

**Objective placing** (players freely decide where they want to place the markers with the caveat that only marker 1-4 count for EW scoring) and **Choosing deployment zones happens first.**

**First Turn:** The player who finishes setting up first receives a +1 to a roll-off to see who goes first. If they take the first turn, opponent can roll a D6; on a 6, they manage to seize the initiative, and get the first turn instead!

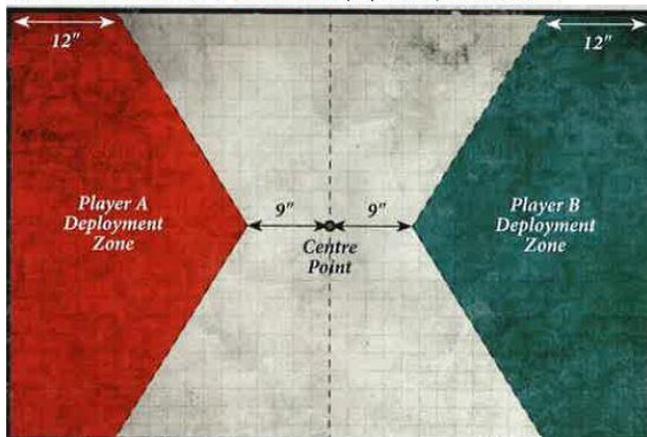
**Tactical Objectives:** Generate 1 Tactical Objective first turn and then 1 additional objective for each marker under your control starting from the second turn, up to a maximum of 6 cards.

**Mission Special Rule:** Temporary Comms Uplink Stratagem At the start of any of their turns, a player with less than 6 active tactical objectives can spend 3 Command Points to generate an extra card that turn.

**Random Game Length:** The player who had first turn rolls a dice after T5. Game continues on the roll of 3+. At the end of T6, the player who went second rolls a dice. Game continues on the roll of 4+. This is a mission roll and cannot be re-rolled with a command point reroll.

**Scoring:** At the end of the game Eternal War points are scored for Markers 1 to 4. Markers completely in your own deployment zone are worth 1 VP, while Markers completely in the enemy's deployment zone are worth 4 VP and other Markers are each worth 2 victory points. Markers are assumed to be completely within a deployment zone if the very center of the marker is located within a deployment zone. At the end of the battle, count up points scored from Eternal War, Maelstrom, Killpoints and secondary objectives objectives (Slay The Warlord, First Blood and Linebreaker). The difference in total VP's scored decides the outcome of the battle.

EW: Frontline Warfare MOW: Contact Lost Deployment: Spearhead Assault



### Tactical Objectives:

Generate 1 Tactical Objective first turn and then 1 additional obj. card for each marker under your control, up to a maximum of 6 cards.

### EW Scoring:

At the end of the game points are scored for Markers 1-4. Markers you control that were originally COMPLETELY within the opponents deployment zone are worth 4VP. Markers you control completely within your own deployment zone are worth 1VP. All other markers are worth 2VP.

**Mission Special Rule:** For this mission, Temporary Comms Uplink is in effect. If, at the start of their turn, a player has less than 6 active objective cards, for 3CP an additional card can be generated this turn.

## MISSION 2

Objective #1: **Eternal War: Resupply Drop (ALTERED, 2 remaining Markers)**

Objective #2: **Maelstrom of War: Deadlock (3 cards per turn scoring cap)**

Deployment: **Vanguard Strike**

Objective placing and Choosing deployment zones happens first.

**First Turn:** The player who finishes setting up first receives a +1 to a roll-off to see who goes first. If they take the first turn, opponent can roll a D6; on a 6, they manage to seize the initiative, and get the first turn instead!

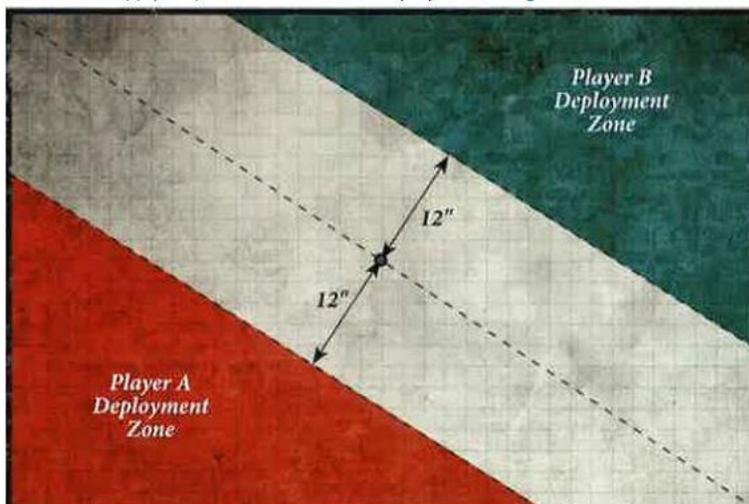
**Tactical Objectives:** Generate up to 6 Tactical Objectives on the first turn, 5 on turn 2, etc...

**Mission Special Rule: Strategic Deadlock:** When using command points, double the cost from turn 3 onwards. At the start of battleround 3, before drawing new tactical objectives, player whose turn it is selects three markers on the battlefield and determines randomly which one will run out of supplies. That marker scores no points for EW at the end of the game. His opponent does the same for the 3 markers that weren't chosen initially. At the start of battleround 5, the process is repeated and another 2 objectives run out of supplies and generate no points for Eternal War at the end of the game. Each remaining EW objective is worth 4VP when controlled at the end of the game

**Random Game Length:** The player who had first turn rolls a dice after T5. Game continues on the roll of 3+. At the end of T6, the player who went second rolls a dice. Game continues on the roll of 4+. This is a mission roll and cannot be re-rolled with a command point reroll.

**Scoring:** At the end of the game, 4VP's are scored for Eternal War for each of the 2 remaining EW markers under your control. Count up points scored from Eternal War, Maelstrom, Killpoints and secondary objectives objectives (Slay The Warlord, First Blood and Linebreaker). The difference in total VP's scored decides the outcome of the battle.

EW: ETC Resupply Drop MOW: Deadlock Deployment: Vanguard Strike



**Tactical Objectives:**

Generate up to 6 Tactical Objectives on the first turn, 5 on turn 2, etc...

**EW Scoring:**

At the start of battleround 3, before drawing new tactical objectives, player whose turn it is selects three markers on the battlefield and determines randomly which one will run out of supplies. That marker scores no points for EW at the end of the game. His opponent does the same for the 3 markers that weren't chosen initially. There are now only 4 markers remaining in play. At the start of battleround 5, the process is repeated and another 2 objectives are taken off the battlefield. Each remaining objective is worth 4VP when controlled at the end of the game.

**Mission Special Rule: Strategic Deadlock.** When using command points, double the cost from turn 3 onwards.

## MISSION 3

Objective #1: **Eternal War: Scorched Earth (Marker 1-6)**

Objective #2: **Maelstrom of War: Tactical Escalation (3 cards per turn scoring cap)**

Deployment: **Dawn of War**

Objective placing and Choosing deployment zones happens first.

**First Turn:** The player who finishes setting up first receives a +1 to a roll-off to see who goes first. If they take the first turn, opponent can roll a D6; on a 6, they manage to seize the initiative, and get the first turn instead!

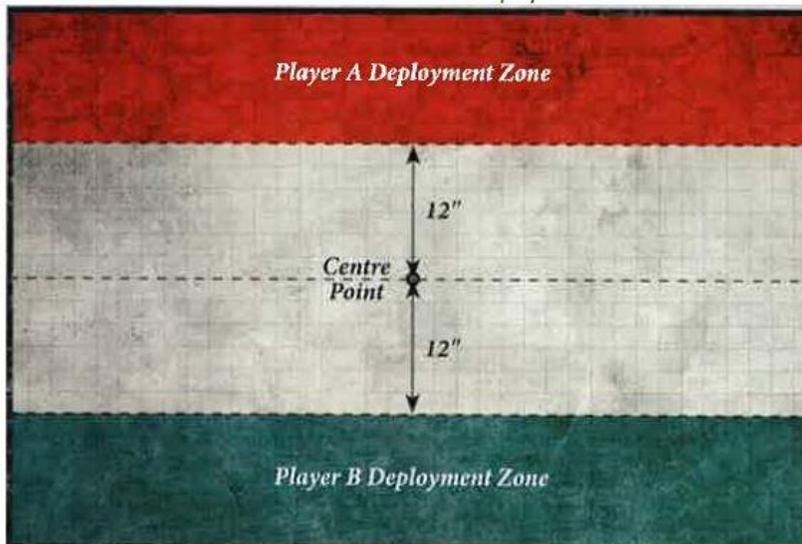
**Tactical Objectives:** Generate Tactical Objectives up to the current battle round each turn.

**Mission Special Rule:** Both players announce their **Tactical Priority Objective Type** (Capture and Control, Storm and Defend, Purge, Seize Ground, Annihilation, Take & Hold) that will score an extra VP or diminish points when discarded, starting with the player that goes first. If you discard a card that is unachievable, no points are lost.

**Random Game Length:** The player who had first turn rolls a dice after T5. Game continues on the roll of 3+. At the end of T6, the player who went second rolls a dice. Game continues on the roll of 4+. This is a mission roll and cannot be re-rolled with a command point reroll.

**Scoring:** Each player scores 1 VP at the end of each of their turns for each objective marker they control. However, if an objective marker is within the enemy's deployment zone you can choose to raze it if you control it; doing so scores you 2 victory points instead of 1 but that objective marker is then no longer scoring points for Eternal War. The difference in total VP's scored during the game decides the outcome of the battle. Count up points scored from Eternal War, Maelstrom, Killpoints and secondary objectives (Slay The Warlord, First Blood and Linebreaker). The difference in total VP's scored decides the outcome of the battle.

EW: Scorched Earth    MOW: Tactical Escalation    Deployment: Dawn Of War



### Tactical Objectives:

Generate Tactical Objectives up to the current battle round each turn.

### EW Scoring:

At the end of each battleround, each player scores 1 VP's for each of the markers he currently controls. Markers in the opponent's deployment zone can be razed when controlled for 2Vp's after which the marker is no longer used for EW scoring.

### Mission Special Rule:

Both players announce their **Tactical Priority Objective Type** (Capture and Control, Storm and Defend, Purge, Seize Ground, Annihilation) that will score an extra VP or diminish points when discarded, starting with the player that goes first. If you discard a card that is unachievable, no points are lost.

## MISSION 4

Objective #1: **Eternal War: Secure and Control (ALTERED, Marker 1-6)**

Objective #2: **Maelstrom of War: Cleanse And Capture (3 cards per turn scoring cap)**

Deployment: **Search And Destroy**

**Objective placing** (Players secretly note the point values of the markers being 4, 3 or 2 VP as they put them down) and **Choosing deployment zones happens first.**

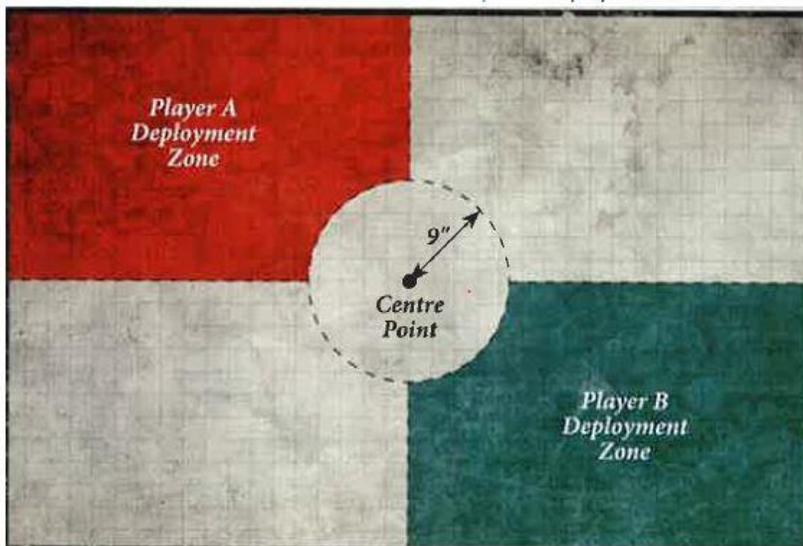
**First Turn:** The player who finishes setting up first receives a +1 to a roll-off to see who goes first. If they take the first turn, opponent can roll a D6; on a 6, they manage to seize the initiative, and get the first turn instead! The value of the markers are revealed right after the seize the initiative roll-off.

**Tactical Objectives:** Generate up to 3 Tactical Objectives each turn.

**Random Game Length:** The player who had first turn rolls a dice after T5. Game continues on the roll of 3+. At the end of T6, the player who went second rolls a dice. Game continues on the roll of 4+. This is a mission roll and cannot be re-rolled with a command point reroll.

**Scoring:** At the end of the game each marker is worth 4, 3 or 2 VP respectively to the player controlling it. The difference in total VP's scored during the game decides the outcome of the battle. Count up points scored from Eternal War, Maelstrom, Killpoints and secondary objectives objectives (Slay The Warlord, First Blood and Linebreaker). The difference in total VP's scored decides the outcome of the battle.

EW: ETC Secure and Control MOW: Cleanse and Capture Deployment: Search and Destroy



**Objective Placement:**

Players secretly note the point values of the markers being 4, 3 or 2 VP as they put them down

**Tactical Objectives:**

Generate 3 Tactical Objectives each turn.

**EW Scoring:**

At the end of the game each marker is worth 4, 3 or 2 VP respectively to the player controlling it.

## MISSION 5

Objective #1: **Eternal War: Relic (ALTERED) & Scouring (Marker 1-6)**

Objective #2: **Maelstrom of War: Spoils of War (3 cards per turn scoring cap)**

Deployment: **Hammer and Anvil**

**Objective placing** (The relic is placed in the exact middle of the table) and **Choosing deployment zones** happens first.

**First Turn:** The player who finishes setting up first receives a +1 to a roll-off to see who goes first. If they take the first turn, opponent can roll a D6; on a 6, they manage to seize the initiative, and get the first turn instead! Mark the superior (4VP) and inferior marker (1VP) before starting the first battleround.

**Tactical Objectives:** Generate up to 3 Tactical Objectives each turn. **Domination** is only achieved when all markers, including the relic, are controlled by one player.

**Mission Special Rule: Precious Cargo** Tactical Objective X type cards can be scored by either player, regardless of which player generated the card. In addition, these cards cannot be discarded unless achieved. **Steal The Loot** the player that scored more Tactical Objective X cards than their opponents scores an additional VP.

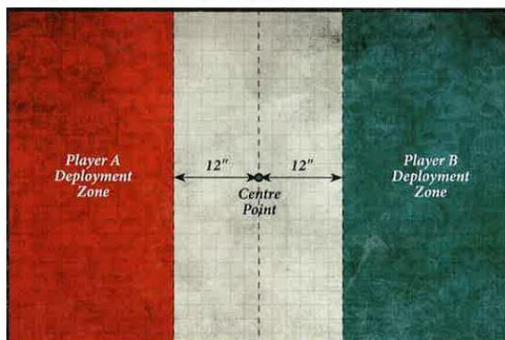
**Random Game Length:** The player who had first turn rolls a dice after T5. Game continues on the roll of 3+. At the end of T6, the player who went second rolls a dice. Game continues on the roll of 4+. This is a mission roll and cannot be re-rolled with a command point reroll.

**Scoring:** At the end of the game the Relic is worth 5VP to the player whose model is carrying it, or 2VP to the player who is controlling it. The Superior Marker is worth 4VP to the player controlling it, while the Inferior Marker is only worth 1 VP. Score 2 VP for each other marker. Count up points scored from maelstrom and secondary objectives as well as from **Steal The Loot**. The difference in total VP's scored during the game decides the outcome of the battle. Count up points scored from Eternal War, Maelstrom, Kill-points and secondary objectives objectives (Slay The Warlord, First Blood and Linebreaker). The difference in total VP's scored decides the outcome of the battle.

**NOTE:** When the relic is dropped put it in base contact with the model that was carrying it prior to removing it from the table. Player owning the carrying model decides where the relic is dropped.

EW: ETC Relic & Scouring    MOW: Spoils Of War    Deployment: Hammer and Anvil

NOTE: When the relic is dropped put it in base contact with the model that was carrying it prior to removing it from the table. Player owning the carrying model decides where the relic is dropped.



**Tactical Objectives & Relic Placement:**  
Generate 3 Tactical Objectives each turn. Domination is achieved when all markers, including the relic, are controlled. The relic is automatically placed in the exact middle of the table.

**EW Scoring:**  
Determine the superior (4VP) and inferior marker (1VP) prior to the start of turn 1. Superior objective is worth 4VP, inferior marker 1VP and all other objective markers are worth 2 VP if controlled at the end of the game. At the end of the game the Relic is worth 5VP to the player whose model is carrying it, or 2VP to the player who is controlling it.

**Mission Special Rule:** For this mission, **Precious Cargo** and **Steal The Loot** are in effect. Secure Objective 'X' cards can be achieved by either player regardless of who generated the card, and these objectives can only be discarded when achieved. If one player scored more Secure Objective 'X' cards than his opponent, score one additional VP.