40k Rules at Invasion 2020

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0) Judges and conduct

Judges and T.O's hold the final say on all tournament issues. They can instruct players to begin a new round despite time, force a loss on someone caught cheating etc. Players will not be permitted to "abuse" tournament rules to gain unfair advantages. Individual rules are NEVER binding precedent. Should a judge get a rule wrong, that does not bind the event to continue getting it wrong. Please respect all the judges and T-O's, they are volunteers

At Invasion we expect every player to behave their best. You are attending the largest tabletop tournaments in Norway, we run these for you and your fellow players. Behaviour we find breaking Invasions values may result in penalties ranging from yellow card, loss of game and up to being thrown out of the tournament. We will not be implementing any specific code of conduct such as the GW Player's Code, because there are a few things there we do think is over the top, but we would encourage everyone to familiarise themselves with it. Cheating, deliberately distracting your opponent, pushing them into making mistakes, and anything that goes against a competitive yet friendly game will not be tolerated.

Starting in 2020 Invasion together with Norsehammer will be implementing a yellow card/ red card system for our tournaments. A yellow card is given for violations of player conduct of a less serious nature. A yellow card will follow a player for the current tournament and the following Invasion/Norsehammer tournament's. If a player receives 3 yellow cards a red card is automatically received. If a player is caught cheating or similar severe violations of player conduct a red card is given by the TO. A red card results in disqualification from the current tournament and a ban from all Invasion/Norsehammer events for the next 6 months.

1) Army Building Guidelines

Use the following guidelines when you are creating your army

- Maximum allowed points per army is 2000 points
- All the current Games Workshop and Forgeworld material/units may be used at Invasion as long as they have a point value, except for following.
    - Index Books
    - Warhammer Legend units
    - Warhammer 30k/Horus Heresy Forge World units
    - Necron Tomb Citadel
- Armies must be battle forged using the battle forged army guidelines
- A maximum of 3 detachments per army
- Every unit in the army must have at least one faction keyword in common, with the exception of those that are unaligned.
- Stratagems that upgrade Detachments to become a Specialist detachment may not be used.
- Understrength units are not allowed

1a) Army roster Guidelines

- All army lists at Invasion 2020 have to be submitted to the Best Coast Pairing (BCP) app before the 1st of September.

- When you are creating your army list, you can use Battlescribe, handwritten army lists and so on. However, all lists have to be easy to read and understand. But the way we recommend, is that your army list is uploaded using the "Facebook text" or "Chat" from Battlescribe. This makes it easier for the T.O's to see lists that are correct in the BCP app.
- On all army lists, who/it/what is the Warlord should be clearly stated and witch Warlord trait that models has. You can NOT change the warlord from game to game. You are NOT allowed to change the warlord trait from game to game.
- Relics/additional relics/psychic powers/strategems, upgraded units and so on should all be mentioned on the army list. All of these are locked in and can NOT be changed before each game. You play with what's on your army list, and if you forget a upgrade or a relic then you can't add it later once your list is locked in for the event. The only exception to this is stratagems with multiple effects. If you want to exalt a greater daemon, you still have to write on the list that you are using the stratagem and the target for the stratagem. However, the effect said stratagem gives can be changed before each game as long as the stratagem allow multiple effects.
- Clearly specify your <Chapter>/<Legion>/<Craftworld>, and similar keywords for each of your detachments.

1b) Army painting and basing guidelines

- All models at invasion have to be painted with a minimum of 3 colors and basing. Just spraying your model and putting 3 dots on them is not considered painted. Any models that do not meet this requirement will be removed. If you are in doubt, email Christopher@invasion.no with your question.
- It should be pretty clear based on painting, markings and so on what kind of detachment and units each model is part of. Using a fully painted Dark Angel army as both Dark Angels and Ultramarines, spread over two different detachments will not be allowed. Units should be similarly marked in some way to distinguish them. Painting squad markings/different mail color, using clip-ons on bases, painting the edge of bases and so on. But rubber bands are NOT allowed. If you are in doubt email Christopher@invasion.no with your question.
- Models must be played on the bases provided with them. If two different sizes are provided, either must be used. If you are fielding older models now provided on different bases, email Christopher@invasion.no to get a ruling if rebasing is required. If you are in doubt you can follow the ITC basing chart

  https://drive.google.com/file/d/1A31mVI4s1cSlXNQuxmZXQZt4dkxPIcVe/view

1c) Converted, count-as and Forgeworld model/units

- You may not gain a benefit from converted/count as models, but you may incur penalties. Any model that is converted/is a count as model that deviate a lot from the original model has to be approved by the organizer. Send a email to Christopher@invasion.no for approval. Models that have not been approved beforehand may not be used.
- Forgeworld units/models have to be represented by the actual Forgeworld model, no count as or conversion are allowed.

1d) Game rule sources

- You must possess an official print or digital copy of any rules that you are using in your army.

2) Dice and dice apps

Dice shall be numbered 1 – 2 – 3 – 4 – 5 – 6 of with clear dots as in normal dices. Symbols on dices are only allowed on one (1) of the numbers and shall be on the same number for all of your dices.

You are allowed to use the GW official dice app and other similar apps at Invasion as long as your opponent agree to it. If they don't agree you have to roll the dice

3) Chess Clocks

In the 40k tournament at invasion all games will be played with Chess Clocks. We have quite a lot of clocks for the tournament, but if you do have a clock at home that you could bring we will be very happy. Each game lasts 3 hours and each player will have 1,30 h on their timer at the start of the game, but the time is adjusted in step 7 of the pre-game process. Remember to check that the timer is correct before starting the countdown.

Using a chess clock is simple. If you are doing something then your timer should be running, if your opponent is doing something then your opponents time should be running.

When you are alternating placing units during the deployment, then click on the clock and send the timer back and forth between each player. If you are rolling to hit, wound and so on it's on your time, if your opponent is going to roll saves, then switch it over, same with them fighting back and so on.

If someone forget to click over and you are using your opponent's time, or the other way around, then don't be a bad player and deny them their time, let them use some of your time. We cannot make this go on the exact second of course but each player should try to be fair and watch the clock for each other.

Runs out of time

If someone runs out of time then that player can only do defensive actions, these include

- Rolling saves

- Denying psychic powers

- Rolling morale tests and Combat Attrition tests

- Moving model(s) out of a destroyed vehicle and rolling for casualties

- using defensive stratagems (like giving your unit -1 to hit before being attacked, but not stratagems that make your unit fight if they die since you would then be rolling attacks)

A player without time can't move, cast psychic powers, shoot, or fight and they don't have any turns left. They can still score points like Linebreaker, 'ticking' points like Raise the Banners High and holding most objectives at the end of a game turn, but they can't score points in their own phase since they don't have any phases left.

4) Core Rules, FAQ and Cut of Dates

- All Chapter approved and beta release match play rules from Games Workshop will be used at Invasion.
- All the latest FAQ's up until the 31. Of August are in effect at Invasion
- The final cut of date for army books, FAQ's and so on is the 31. Of August. Anything published after that date is not allowed at Invasion

5) Terrain

- The terrain at Invasion will follow the "Common terrain features" once you assign it a role during step 3 in the pre game process. If both players agree and assign a piece of terrain the Ruin rule then that terrain piece will have the common terrain features for ruins found on page 264 assigned to it. You are not allowed to give terrain additional traits.
- All terrain at Invasion is to be played as it is. With that we mean that if there is a small hole in the wall, that hole is there and is to be interacted with. Previous years we have had a rule that the windows and holes on bottom floor of a ruin was to be played as it was not there, that is NOT true this year. You play with the terrain as it is
- Players may not place models on top of L-shaped buildings unless there is a floor to stand on. The walls are considered to have the 'Unstable Position' terrain trait.
- Some terrain pieces might have pre-set features at Invasion but this will be clearly marked or be announced at the event, but for the most part we will follow the pre-set features found in the rulebook.

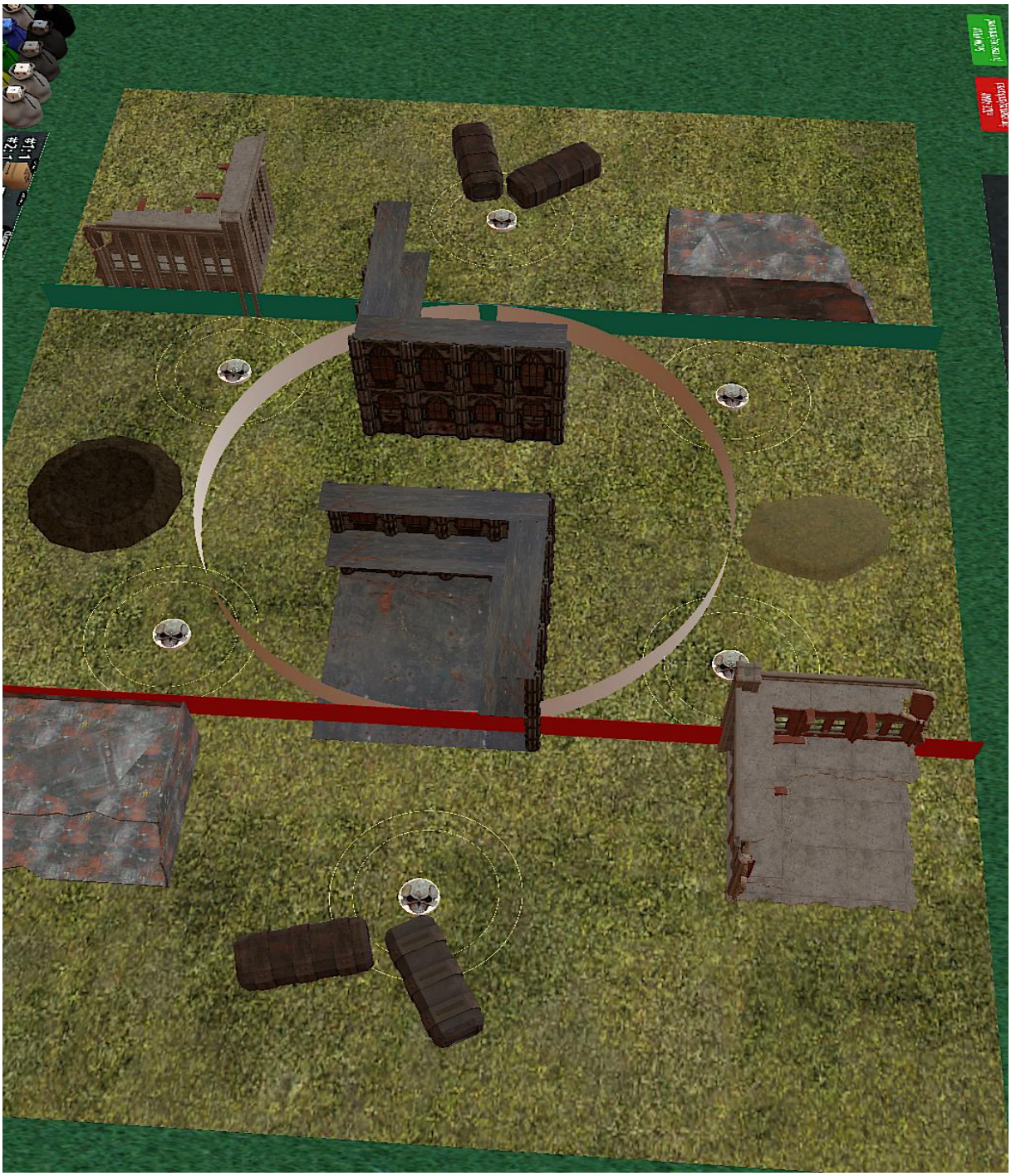
5.a) Terrain placing guidelines

- All the tables at invasion will be pre-set with regards to terrain for the first match at the event. However, for the second game and going forward the terrain is supposed to be moved around to make a new battlefield each game.
- The aim when placing terrain should be that each player has more or less the same option off hiding their army when they deploy
- All objective markers should be placed out in the open and units should not be able to hold an objective while being hidden by terrain. The only exception to this is if you have an objective in your deployment zone or the objective **marker** is on your deployment line of your deployment zone. Then at least 1 of them should be able to be held by a unit while it is behind LOS terrain. If you have 2 objectives in your deployment zone, or on the line, then you should aim for only 1 of them to be held while a unit is behind LOS, but if this is not possible (due to large terrain pieces or a different factor), then it should be equal for both players. Check the Invasions Map Pack for examples
- Each table at Invasion will have an equal amount of close to identical pieces of terrain. The aim is to have at least four big LOS blockers at all tables as well as other terrain pieces. Two of the LOS blockers are supposed to go in the center of the table while at

least 1 of the remaining big LOS blockers are placed in each deployment zone so that they mirror each other. You can see examples of battlefields in the tournament map pack that you can download at www.invasion.no

- If you divide the table in half, then each half should be more or less identical in regards to the number of terrain pieces on them. They do not have to be fully identical in terrain placement, but one player should not have a disadvantage regarding terrain.
- Both players should be happy with the board before they roll for who is attacker and defender.

Picture as an example for placing terrain. For more examples download the Map Pack on Invasions homepage (www.Invasion.no) under Rulepacks



6) Core Rules Modifications

At Invasion we will be using all the rules and guidelines from Warhammer 40,000 9th Edition, but the following modifications apply.

- The wording on casting smite in the psychic phase can be interpreted so that you are allowed to cast smite with the same Psyker as many times as said Psyker can cast powers. Just to clarify, at Invasion a Psyker can only cast smite once each psychic phase.
- If a unit is blocking of a units charge using the ruins and the footprints of units (so that they can't be placed in a place to finish a charge from the front) for example staying 1,01 inch from a wall. If the unit that wants to charge rolls high enough to actually reach the unit behind the wall they count as making the charge. If you roll high enough, the charging models are placed as close to the charged models as possible. A unit must be eligible to actually go through the wall to be able to charge this way and the wall must be breachable.
- In the Space Wolf FAQ the wording for defenders of humanity is applied to the entire army, we are 99,9 % shure that this is only supposed to be regarding sagas, and not giving the entire army Objective Secured, so at Invasion only troops have Objective secured in a Space Wolf army, not every model.
- In the Ork FAQ you need the Mekboy Workshop to use the Kustom Job stratagem, GW has stated this will be changed so you are allowed to use the Kustom Job stratagem without having the Mekboy Workshop in your army.

7) The tournament

- The 40k tournament at invasion consist of 5 rounds using swiss pairing through the BCP app. Three games are played on Saturday and two games are played on Sunday.
- There are 4 prizes in the 40k tournament up for grabs at Invasion
    - Best general (the player with most wins, with battlepoints as tiebreaker)
    - Best painted army (the army with the most votes)
    - Second place in the tournament
    - Third place in the tournament

8) Missions, Pre Game Process and Timetable

8a) Mission explained

At Invasion, we will be using the missions from the Grand Tournament 2020 manual. All information about the missions can be found below and in the Grand Tournament 2020 manual.

8b) Tabling and Concession Scoring

At the game's conclusion, the player with the **higher total score** is the winner. If one player chooses to concede before the game has come to a natural conclusion or is "Tabled" (meaning all of their units have been destroyed or they are subject to the Sudden Death rule), they retain the score they had up until that point. The player that didn't concede or get tabled may play out the remainder of the game to score any additional objectives to increase their final score. In the case of a concession, the conceding player automatically loses the game

regardless of comparative scores. If a player draws a bye due to an uneven number of players, this should go to the player with the lowest total score and that player receives a win and a score of 90 points.

Players should take careful note that tabling your opponent does not automatically score maximum points for the mission. Concession also does not automatically award max points to the victor!

Pre-Game Process

1. Once at your table, swap lists with your opponent and study what you are up against.

2. Read the mission briefing and place the objective markers as stated in the mission's deployment map.

3. Define the terrain on the table together, what each piece is defined as, and place the terrain according to the terrain guidelines stated under 5.a Terrain placing guidelines. If you and your opponent cannot agree on placement then call a judge to help you.

4. Pick secondaries. In parallel with your opponent, privately select, note, and simultaneously reveal the Secondary objectives you choose for this game.

5. Roll off with you opponent. The player that rolls higher may choose to be the Attacker or Defender. The Defender then selects on of the deployment zones and the Attacker gets the remaining deployment zone.

6. All missions use the Strategic Reserves rules (pg. 80-81) and in this step of the pregame proses each player secretly note down on their army rooster which of the units in their army will start the battle in Strategic Reserves, which of their units will start the battle in a location other than the battlefield. (If a player has access to any Stratagems that enable them to set up units from their army in a location other than the battlefield, they must use such Stratagems now).

7. Set the time on the Chess clock. Check the schedule for when the game was supposed to start. If the game was supposed to start at 17.00, and the clock is 17.10 by the time you have gotten to this step, then each players clock should be set to 1 hour and 25 min (since you have 3 hour total to complete each game) thus reducing the total game time by 10 minutes, 5 minutes for each player. If the time spent before you start to deploy is 20 min then each player should have 1 hour and 20 min on their clock and so on.

8. Deploy armies. Starting with the Defender, alternate setting up their remaining units' one at a time (Remember to tap the chess clock). If a player finishes deploying all their units, their opponent then deploys the remainder of their units.

9. Determine first turn. The players roll off, the winner declares whether they will take the first or second turn. Reroll any equal results.

10. Resolve pre-battle abilities. Players alternate resolving any pre-battle abilities units in their army may have, and resolving any stratagems that are used before the battle (excluding those that upgrade their units or those that enable them to set up a unit on a location other than the battlefield) starting with the player who will take the first turn.

11. The Battle Begins: High fives and handshakes!

8d) Primary and Secondary Missions.

Primary mission

The primary mission in each game is the same, and it's called Take and Hold. At the end of each player's command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points)

- They control 1 or more objective markers (please note that in game 2 and 4 at Invasion you have to hold 2 or more objectives to gain 5 points from this primary mission)
- They control two or more objective markers (please note that in game 2 and 4 at Invasion you have to hold 2 or more objectives to gain 5 points from this primary mission)
- They control more objective markers then their opponent controls.

Secondary Missions

Each player must pick 3 secondary objectives (this is done during step 4 in the pre-game process). Each player can only pick 1 secondary from each category and/or the secondary that is specific for the mission that is being played. You can score no more than 15 victory points for each secondary. If you would score more, any excess points are lost.

8e) The Secondaries (the secondary's listed below are the same ones you can find in the GT mission pack annual)

<u>Category: Battlefield Supremacy</u>

Secondary: Engage on all fronts (Progressive)
Score 2 victory points at the end of your turn if you have 1 or more units wholly within three different table quarters and those units are all more than 6' from the center of the battlefield. Score 3 victory points if instead if you have 1 or more units from your army wholly within each table quarter and those units are all more than 6 from the center of the battlefield.

Secondary: Linebreaker (Progressive)
Score 4 victory points at the endo of your turn if two or more units from your army (excluding aircrafts) are wholly within your opponents deployment zone.

Secondary: Domination (Progressive)
Score 3 victory points if you control more than half the total number of objectives on the battlefield at the end of your turn.

<u>Category: No Mercy, No respite</u>

Secondary: Thin their ranks (End game)
If you select this objective, keep a tally of kill points, each time an enemy model is destroyed add 1 to this tally (add 10 to this tally instead if the model that was destroyed had a wound characteristic of 10 or more. A model can if it resurrected for any reason, add several points to this tally. At the end of the battle, divide your kill points tally by 10 and round down. The result is the number of victory points you score.

Secondary: Grind them down (Progressive)
Score 3 victory points at the end of the battle round if more enemy units than friendly units were destroyed this battle round.

Secondary: While we stand, we fight (End game)
If you select this objective, then before the battle you must identify which three models from your army (excluding models with the fortification battlefield role) have the highest points value and make a note of them on your army roster (if two or more models are tied, you can choose between them). If your army has 3 or fewer models then you instead identify all the units in your army. You score 5 victory points for each of these models that are on the battlefield at the end of the battle.

<u>Category: Purge the enemy</u>

Secondary: Titan hunter (End game)
Score 10 victory points at the end of the battle if one enemy Titanic model is destroyed, 12 victory points of two enemy Titanic models are destroyed, or 15 victory points if three or more enemy Titanic models are destroyed.

Secondary: Bring it down (End game)
Score 2 victory points at the end of the battle for each enemy Monster or Vehicle model with a wounds characteristic of 10 or less that is destroyed, and 3 victory points for each enemy Monster or Vehicle with wounds characteristic of 11 or more that is destroyed.

Secondary: Cut of the head (End game)
At the end of the battle, you score a number of victory points if the enemy Warlord was destroyed during the battle. The number of victory points scored depends on the battle round during which the enemy Warlord was destroyed.

Destroyed during battle round 1 gives 13 victory points
Destroyed during battle round 2 gives 10 victory points
Destroyed during battle round 3 gives 6 victory points
Destroyed during battle round 4 gives 3 victory points
Destroyed during battle round 5 gives 1 victory points

If the enemy Warlord was destroyed, but was then resurrected or otherwise returned to the battlefield and subsequently destroyed again, then for the purpose of this secondary objective it was destroyed during the battle wound in which it was last removed from the battlefield.

Secondary: Assassinate (End game)
Score 3 victory points at the end of the battle for each enemy Character model that is destroyed.

<u>Category: Shadow Operations</u>

Secondary: Raise the banners high (Progressive and End game)
If you select this objective, then units in your army can perform the following action:

Raise Banners (Action) One or more Infantry units from your army can start to perform this action at the end of your movement phase. Each unit from your army that stats to perform this action must be in range of a different objective marker that does not have one of your banners raised upon it (se below). A unit cannot stat this action while there are any enemy units (excluding Aircraft) in range of the same objective marker. The action is completed at the end of your turn. If this action is successfully completed, that objective marker is said to have one of your army's banners raised on it (the banner is ''removed'' if your opponent controls the objective marker at the start of any phase). You score 1 victory point at the end of each of your command phases and 1 victory point at the end of the battle for each objective marker on the battlefield that has one of your banners raised upon it.

Secondary: Investigate sites (Progressive)
Score 3 victory points each time a unit from your army successfully completes the following action.
Investigate Site (Action): One infantry unit (excluding characters) from you army can start to perform this action at the end of your movement phase if it is within 6 of the centre of the battlefield and no enemy units (excluding Aircraft) are within 6 of the centre of the battlefield. This action is completed at the end of your turn.

Secondary: Deploy scramblers (End game)
Score 10 victory points at the end of the battle if you successfully completed the following action three times during the battle – once in your deployment zone, once in the opponent's deployment zone and once more than 6 from either player's deployment zone

Deploy Scramblers (Action): One infantry unit (excluding characters) from your army can start to perform this action at the end of your movement phase if it is wholly within your deployment zone, wholly within your opponents deployment zone or more than 6 from either players deployment zone. This action is completed at the end of your turn.

Secondary: Teleport homer (Progressive)
Score 4 victory points each time a unit from your army successfully completes the following action.

Teleport Homer (Action): One infantry unit from your army can start to perform this action at the end of your movement phase if it is wholly within your opponent's deployment zone. This action is completed at the end of your next command phase, provided the unit attempting it is still wholly within your opponent's deployment zone

<u>Category: Warpcraft</u>

Secondary: Abhor the Witch (End game)
You cannot select this secondary objective if your army includes any Psyker units. Score 5 points at the end of the battle for each enemy psyker charkater unit that is destroyed, and 3 victory points for every other enemy psyker unit that is destroyed.

Secondary: Mental interrogation
Score 3 victory points each time you successfully complete the following psychic action.

Mental Interrogation (Psychic action – Warp Charge 4): One psyker character unit from your army can attempt to perform this psychic action in your psychic phase if it is within 18 of any enemy character models.

Secondary: Psychic ritual (End game)
Score 15 victory points at the end of the battle if any units from your army successfully completed the following psychic action 3 times during the battle.
Psychic ritual (Psychic action – Warp Charge 3): One psycker character unit from your army can attempt to perform this psychic action in your psychic phase if it is within 6 of the centre of the battlefield.

Secondary: Pierce the veil (End game)
Score 8 victory points at the end of the battle if one or more units from your army successfully completed the following psychic action 2 or more times during the battle, or 15 victory points at the end of the battle if one or more units from your army successfully completed the following psychic action 4 times during the battle. (note that you can only score this objective once)

Pierce the veil (Psychic action – Warp Charge 4): One psyker character unit from your army can attempt to perform this action during the psychic phase if it is within 6 of your opponents battlefield edge and more than 6 from any enemy models.

8f) Scenarios: Game 1 (All the missions can be found in the GT manual)

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GRAND TOURNAMENT 2020 – STRIKE FORCE

SURROUND AND DESTROY

MISSION BRIEFING

The time to crush your enemy once and for all is at hand. Maintain a strong rearguard whilst your vanguard forces sweep past the foe's flanks to surround them and cut off their means of escape. Then, let the slaughter begin.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round.

SECONDARY OBJECTIVES

In this mission, when players are selecting their secondary objectives they can, if they wish, choose for one of them to be Surround Them (see below).

SURROUND THEM

Progressive and End Game Objective

You are ordered to encircle the enemy whilst ensuring that none of their forces break through your defences. Surround the foe completely. Let none escape.

Score 4 victory points at the end of your Command phase, and at the end of the battle if you control both the objective markers in your deployment zone and one or more objective markers in your opponent's deployment zone. Score 8 victory points instead if you control all four objective markers that are in deployment zones.

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GRAND TOURNAMENT 2020 – STRIKE FORCE

SURROUND AND DESTROY

Game 2: (All the missions can be found in the GT manual)

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GRAND TOURNAMENT 2020 – STRIKE FORCE

VITAL INTELLIGENCE

MISSION BRIEFING

Important tactical information must be captured. Key data terminals have been detected, but the machine spirits of several must be slaved to your data-tethers at the same time if you are to intercept the intelligence you need.

MISSION RULES

Data Terminals: The objective markers in this mission represent data terminals. In this mission, if you control an objective marker at the end of your Command phase, it remains under your control unless your opponent controls it at the end of any subsequent phase, even if you have no models within range of it.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers as follows:

DOMINATION

Progressive Objective

You are charged with the total domination of the battlefield: storm every site of tactical import lest they fall into enemy hands, and victory will be assured.

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control two or more objective markers
- They control three or more objective markers.
- They control more objective markers than their opponent controls.

This Primary Objective cannot be scored during the first battle round.

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SECONDARY OBJECTIVES

In this mission, when players are selecting their secondary objectives they can, if they wish, choose for one of them to be Data Intercept (see below).

DATA INTERCEPT

Progressive Objective

Your forces must successfully attach specialised wargear to take control of several critical data terminals in the area, if we are to successfully extract the information we need.

Each time a unit from your army successfully completes the following action, you score a number of victory points equal to the number of objective markers you currently control:

Data Intercept (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker and no enemy units (excluding **AIRCRAFT**) are within range of that objective marker. This action is completed at the end of your next Command phase, so long as the unit performing it is still within range of the same objective marker.

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GRAND TOURNAMENT 2020 – STRIKE FORCE

VITAL INTELLIGENCE

Designer's note: This battlefield uses diagonal measurements. The most important distance between the two deployment zones is **24"**. The deployment map includes some measurements in blue that help make finding the corners of the deployment zones easier on a battlefield that is approximately 44" x 60".

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Game 3 (All the missions can be found in the GT manual)

GRAND TOURNAMENT 2020 – STRIKE FORCE

SWEEP AND CLEAR

MISSION BRIEFING

Both forces are moving forward to capture as much ground as possible, cleansing objectives of enemies as they move. Some warlords prefer a systematic sweep of the surrounding areas, whilst others favour a more bold, direct attack into the heart of the enemy lines.

MISSION RULES

Objective Cleared: In this mission, if you control an objective marker at the end of your Command phase, it remains under your control unless your opponent controls it at the end of any subsequent phase, even if you have no models within range of it.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round.

SECONDARY OBJECTIVES

In this mission, when players are selecting their secondary objectives they can, if they wish, choose for one of them to be Direct Assault (see below).

DIRECT ASSAULT

Progressive Objective

At your discretion, a direct assault on the enemy's position has been authorised. Meet the foe head on and cut deep into their territory with a single, decisive strike and they may well never recover.

Score 3 victory points if you control either the objective marker in the centre of the battlefield or the objective marker in your opponent's deployment zone at the end of your turn, or 5 victory points if you control both of these objective markers at the end of your turn.

GRAND TOURNAMENT 2020 – STRIKE FORCE

SWEEP AND CLEAR

Game 4 (All the missions can be found in the GT manual)

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GRAND TOURNAMENT 2020 – STRIKE FORCE

OVERRUN

MISSION BRIEFING

Two forces are converging on the battlefield at breakneck speed, determined to smash aside their foes and take control of this region in one fell swoop. If one side can break through the other's spearhead before support forces can establish a beachhead, the enemy's front will be completely overrun.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

DOMINATION

Progressive Objective

You are charged with the total domination of the battlefield: storm every site of tactical import lest they fall into enemy hands, and victory will be assured.

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control two or more objective markers.
- They control three or more objective markers.
- They control more objective markers than their opponent controls.

This Primary Objective cannot be scored during the first battle round.

SECONDARY OBJECTIVES

In this mission, when players are selecting their secondary objectives they can, if they wish, choose for one of them to be Overrun (see below).

OVERRUN

Progressive Objective

The enemy is attempting to establish a foothold in this region. Redouble your efforts to maintain control of the battlefield by seizing your opponent's staging posts before they can dig in.

Score a number of victory points at the end of your Command phase if you control one or more of the objective markers that are within your opponent's territory, as shown in the table below:

NUMBER OF OBJECTIVE MARKERS IN OPPONENT'S TERRITORY YOU CONTROL	VICTORY POINTS
1	2
2	3
3	5

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OVERRUN

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Game 5 (All the missions can be found in the GT manual)

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RETRIEVAL MISSION

MISSION BRIEFING

The battlefield is strewn with discarded equipment, supplies and other detritus of war that, for various reasons, you wish to recover. You must reclaim as many of these vital objectives as you can without sustaining unacceptable casualties in the process.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This primary objective cannot be scored in the first battle round.

SECONDARY OBJECTIVES

In this mission, when players are selecting their secondary objectives they can, if they wish, choose for one of them to be Minimise Losses (see below).

MINIMISE LOSSES

End Game Objective

This is but one battle in a greater war. If we are to consolidate our gains and prosecute the longer war, you must ensure that the lives of your warriors are not carelessly thrown away.

At the start of the battle, add up the number of units in your army – this is your army's Strength. If a unit splits to form two or more individual units during the battle, then immediately increase your army's Strength accordingly (e.g. if one unit in your army splits to form three individual units, your army's Strength is increased by 2). If a unit merges with another to form a combined unit during the battle, then decrease your army's Strength accordingly (e.g. if two units from your army merge to form one unit, you immediately decrease your army's Strength by 1).

At the end of the battle, add up how many units from your army are left on the battlefield, including all units embarked within **TRANSPORTS**, but excluding all units that have been added to your army during the battle. If the total is 75% or more of your army's Strength, score 15 victory points; if the total is less than 75%, but is 50% or more of your army's Strength, score 10 victory points; if the total is less than 50%, but is 25% or more of your army's Strength, score 5 victory points.

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GRAND TOURNAMENT 2020 – STRIKE FORCE

RETRIEVAL MISSION

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8.g) Score Card

Invasion scoring sheet 9ed 40k

Round/mission:	Player:
	Opponent:

Primary Objective Scoring

Turn	2	3	4	5	Total Primary VP
Your Score	(5)(10)(15)	(5)(10)(15)	(5)(10)(15)	(5)(10)(15)	_____/ 45
Opponent	(5)(10)(15)	(5)(10)(15)	(5)(10)(15)	(5)(10)(15)	_____/ 45

Players Secondaries

Secondary objective choice 1:

Secondary 1	1	2	3	4	5
objective	6	7	8	9	10
scoring	11	12	13	14	15

Secondary objective choice 2:

Secondary 1	1	2	3	4	5
objective	6	7	8	9	10
scoring	11	12	13	14	15

Secondary objective choice 3:

Secondary 1	1	2	3	4	5
objective	6	7	8	9	10
scoring	11	12	13	14	15

Opponents Secondaries

Secondary objective choice 1:

Secondary 1	1	2	3	4	5
objective	6	7	8	9	10
scoring	11	12	13	14	15

Secondary objective choice 2:

Secondary 1	1	2	3	4	5
objective	6	7	8	9	10
scoring	11	12	13	14	15

Secondary objective choice 3:

Secondary 1	1	2	3	4	5
objective	6	7	8	9	10
scoring	11	12	13	14	15

Total Secondary points overview

Total secondary VP scored		
Your score	_____/	45
Opponent	_____/	45

Total Game points

Final Game points score		
Your score	_____/	90
Opponent	_____/	90

8h) Timetable for the event

Friday	19:00 –	Friendly gaming
Saturday	08:30	Doors open for registration
Saturday	09:00	Generell Info
Saturday	09:30	First round start
Saturday	12:30	Lunch
Saturday	13:30	Second round starts
Saturday	16:30	Break
Saturday	17:00	Third round starts
Saturday	20:00	Day 1 ends
Saturday	21:00	Dinner at the hotell
Sunday	09:00	Fourth round starts
Sunday	12:00	Best painted armies (break)
Sunday	12:45	Fifth round starts
Sunday	15:45	Tournament ends
Sunday	16:01	Award ceremony as soon as results are in