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 7st of November.
- 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.

New from last year:

- To save time for all player when it comes to picking secondary's, we want each player to write down a "scorecard" for their army in regards to the kill secondary's and how much each secondary give away in your army. For instance, if your army don't include any knights or super heavies, then the secondary Titan Hunter will give your opponent 0 points if chosen. This is just to make it easier for everyone and save time in regards to picking secondary's.

  The list of secondary's that you have to make a list of is as follows.

Secondary Objective Information:	
VP for No prisoners:	
VP for Assasinate:	
VP for Titan Hunter:	
VP for Bring it down:	
VP for Abhor the Witch	

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 and score points, these include

- Rolling saves

- 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 cannot move, cast psychic powers, shoot, or fight since they do not have any turns left.

They can still score objectives that they have already achieved or already hold like Linebreaker, 'ticking' points like Raise the Banners High and holding most objectives at the end of a game turn. You will also score primary points for objectives that you own when you run out of time unless your units looses control of the objectives like in a normal game. You do not get a command phase, you just score the points.

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 7. Of November are in effect at Invasion
- The final cut of date for army books, FAQ's and so on is the 7. Of November. Anything published after that date is not allowed at Invasion

5) 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.

- Ork Truck boyz are technically not allowed to go inside transports due to loosing the clan keyword. We expect this to be fixed, but just to be shure, truckboyz are allowed to go inside transports.
- You are allowed to "intercept" and shoot the unit(s) jumping out of a drop pod when the unit arrives from reserve as long as all other requirements are met.

6) 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

7) Missions, Pre Game Process and Timetable

7a) Mission explained

At Invasion, we will be using the missions from the Grand Tournament 2021 manual. All information about the missions can be found below and in the Grand Tournament 2021 manual.

7b) 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!

7c) 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 terrain and objective markers as stated in the mission's deployment map.

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

4. 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.

5. 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).

6. 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.

7. 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.

8. Determine first turn. The players roll off, the winner goes first. Reroll any equal results.

9. 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.

10. The Battle Begins: High fives and handshakes!

7d) 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)

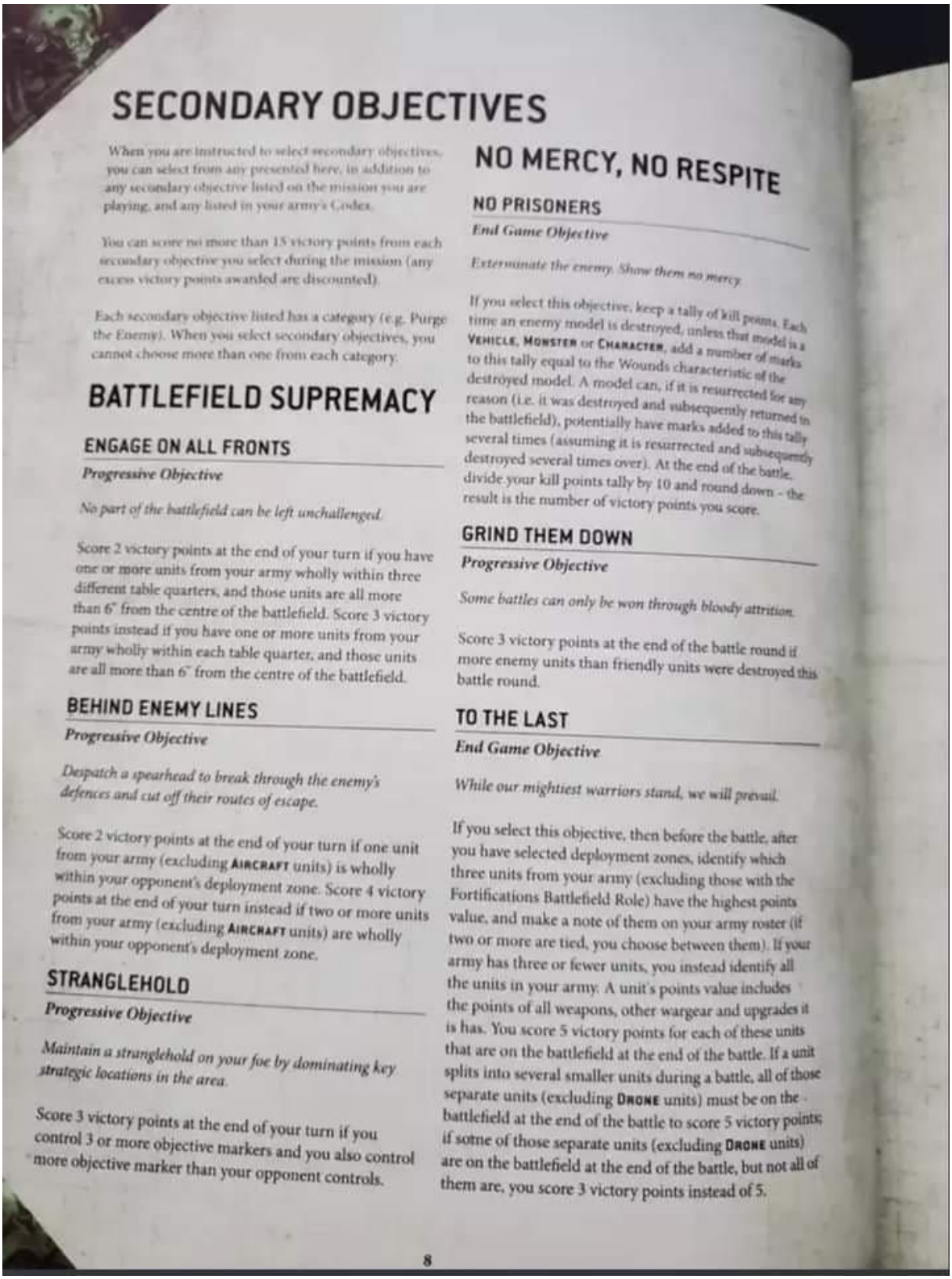
- They control 1 or more objective markers (please note that in game 3 at Invasion you have to hold 2 or more objectives to gain 5 points from this primary mission)
- They control two or more objective markers (please note that in game 3 at Invasion you have to hold 2 or more objectives to gain 5 points 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 3 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.

If your army has any army specific secondary's you are allowed to choose 1 of them instead of the ones found in the Grand Tournament Pack, but you are not allowed more than 1.

7e) The Secondaries (the secondary's listed below are the same ones you can find in the GT mission pack annual)



SECONDARY OBJECTIVES

When you are instructed to select secondary objectives, you can select from any presented here, in addition to any secondary objective listed on the mission you are playing, and any listed in your army's Codex.

You can score no more than 15 victory points from each secondary objective you select during the mission (any excess victory points awarded are discounted).

Each secondary objective listed has a category (e.g. Purge the Enemy). When you select secondary objectives, you cannot choose more than one from each category.

BATTLEFIELD SUPREMACY

ENGAGE ON ALL FRONTS

Progressive Objective

No part of the battlefield can be left unchallenged.

Score 2 victory points at the end of your turn if you have one or more units from your army wholly within three different table quarters, and those units are all more than 6" from the centre of the battlefield. Score 3 victory points instead if you have one or more units from your army wholly within each table quarter, and those units are all more than 6" from the centre of the battlefield.

BEHIND ENEMY LINES

Progressive Objective

Despatch a spearhead to break through the enemy's defences and cut off their routes of escape.

Score 2 victory points at the end of your turn if one unit from your army (excluding **AIRCRAFT** units) is wholly within your opponent's deployment zone. Score 4 victory points at the end of your turn instead if two or more units from your army (excluding **AIRCRAFT** units) are wholly within your opponent's deployment zone.

STRANGLEHOLD

Progressive Objective

Maintain a stranglehold on your foe by dominating key strategic locations in the area.

Score 3 victory points at the end of your turn if you control 3 or more objective markers and you also control more objective marker than your opponent controls.

NO MERCY, NO RESPITE

NO PRISONERS

End Game Objective

Exterminate the enemy. Show them no mercy.

If you select this objective, keep a tally of kill points. Each time an enemy model is destroyed, unless that model is a **VEHICLE**, **MONSTER** or **CHARACTER**, add a number of marks to this tally equal to the Wounds characteristic of the destroyed model. A model can, if it is resurrected for any reason (i.e. it was destroyed and subsequently returned to the battlefield), potentially have marks added to this tally several times (assuming it is resurrected and subsequently destroyed several times over). 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.

GRIND THEM DOWN

Progressive Objective

Some battles can only be won through bloody attrition.

Score 3 victory points at the end of the battle round if more enemy units than friendly units were destroyed this battle round.

TO THE LAST

End Game Objective

While our mightiest warriors stand, we will prevail.

If you select this objective, then before the battle, after you have selected deployment zones, identify which three units from your army (excluding those with the Fortifications Battlefield Role) have the highest points value, and make a note of them on your army roster (if two or more are tied, you choose between them). If your army has three or fewer units, you instead identify all the units in your army. A unit's points value includes the points of all weapons, other wargear and upgrades it is has. You score 5 victory points for each of these units that are on the battlefield at the end of the battle. If a unit splits into several smaller units during a battle, all of those separate units (excluding **DRONE** units) must be on the battlefield at the end of the battle to score 5 victory points; if some of those separate units (excluding **DRONE** units) are on the battlefield at the end of the battle, but not all of them are, you score 3 victory points instead of 5.

SHADOW OPERATIONS

RAISE THE BANNERS HIGH

Progressive and End Game Objective

Claim the battlefield and display your colours high so that the enemy is in no doubt as to their defeat.

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 starts to perform this action must be in range of a different objective marker that does not have one of your banners raised upon it (see below). A unit cannot start 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).

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.

INVESTIGATE SIGNAL

Progressive Objective

A mysterious signal has been received by our fleet in the Octarius war zone, and its source has been identified as originating somewhere in the vicinity of this battlefield. You must secure, search and locate it without delay.

Score 3 victory points each time a unit from your army successfully completes the following action:

Investigate Signal (Action): One **INFANTRY** unit (excluding **CHARACTER** units) from your army can start to perform this action at the end of your Movement phase if it is wholly within 6" of the centre of the battlefield and no enemy units (excluding **AIRCRAFT** units) are wholly within 6" of the centre of the battlefield. This action is completed at the end of your turn provided the unit attempting it is still wholly within 6" of the centre of the battlefield and no enemy units (excluding **AIRCRAFT** units) are wholly within 6" of the centre of the battlefield.

RETRIEVE OCTARIUS DATA

End Game Objective

Several servo-skulls containing vital data concerning the Octarius war zone have been scattered and lost within this region. Locate and retrieve these at all cost.

If you select this objective, keep a tally of Retrieved Data points; add 1 to that tally each time a unit from your army successfully completes the following action during the battle:

Retrieve Data (Action): One **INFANTRY** unit (excluding **CHARACTER** units) from your army can start to perform this action at the end of your Movement phase if it is wholly within a table quarter that has not had a servo-skull retrieved by your army (see below) and it is more then 6" away from any other table quarter. This action is completed at the end of your turn provided the unit attempting it is still within the same table quarter. If this action is successfully completed, the table quarter is said to have had a servo-skull retrieved by your army.

At the end of the battle, score 4 victory points if your Retrieved Data tally is 2, score 8 victory points if your tally is 3, or score 12 victory points if your tally is 4.

DEPLOY TELEPORT HOMERS

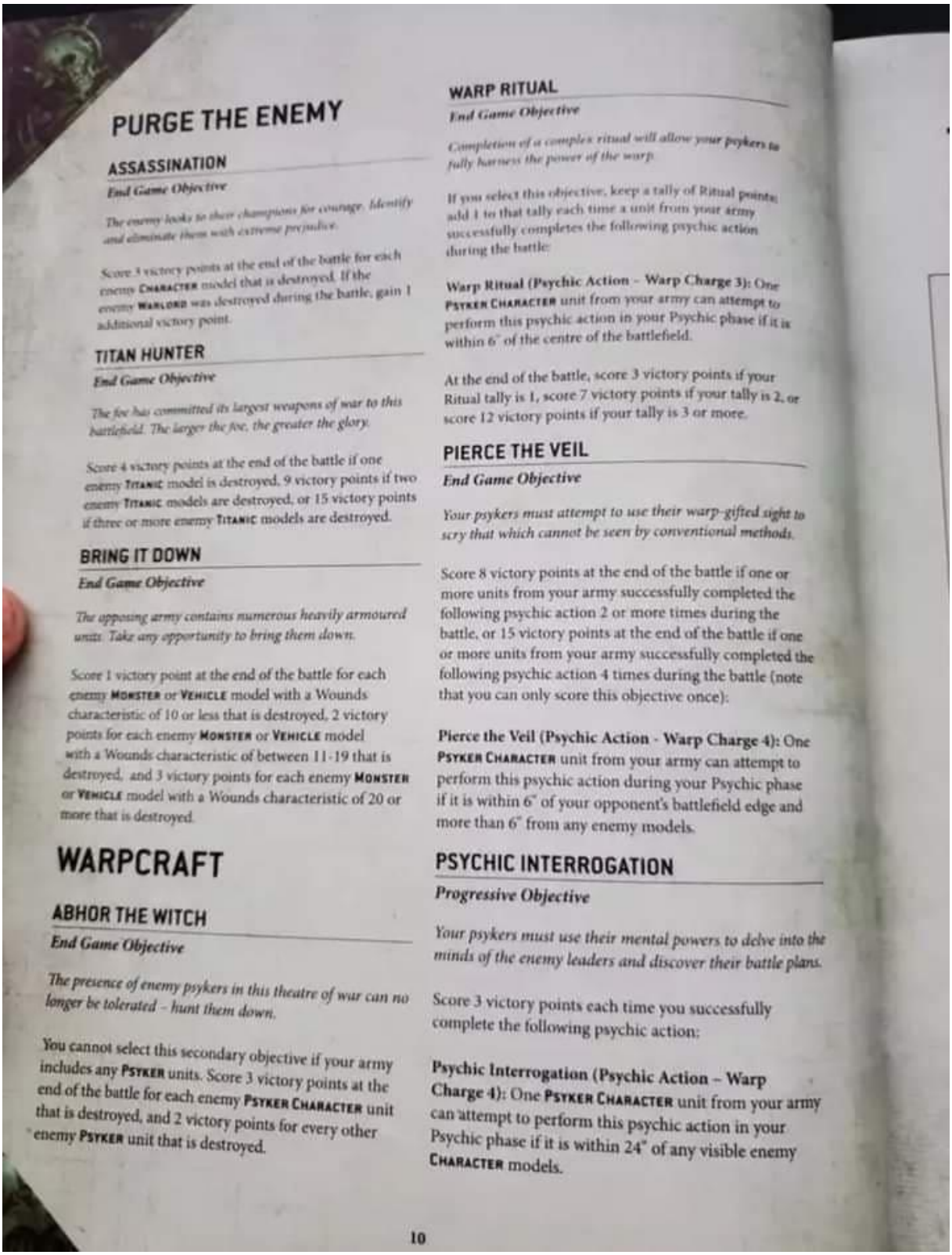
Progressive and End Game Objective

An allied fleet approaches ready to launch a full-scale invasion of this planet. If your vanguard forces deploy a series of teleport homers and landing beacons deep within enemy territory in preparation for the fleet's arrival, we will be able to launch a deadly surprise assault.

If you select this objective, then units from your army can perform the following action:

Deploy Teleport Homer (Action): One **INFANTRY** or **BIKER** unit from your army can start to perform this action at the end of your Movement phase if it is wholly within 12" of your opponent's deployment zone. The action is completed at the end of your next Command phase provided the unit attempting it is still wholly within 12" of your opponent's deployment zone.

Each time a unit from your army successfully completes this action, you score 2 victory points (you score 4 victory points instead if the unit completed the action while wholly within your opponent's deployment zone).



PURGE THE ENEMY

ASSASSINATION

End Game Objective

The enemy looks to their champions for courage. Identify and eliminate them with extreme prejudice.

Score 3 victory points at the end of the battle for each enemy **CHARACTER** model that is destroyed. If the enemy **WARLORD** was destroyed during the battle, gain 1 additional victory point.

TITAN HUNTER

End Game Objective

The foe has committed its largest weapons of war to this battlefield. The larger the foe, the greater the glory.

Score 4 victory points at the end of the battle if one enemy **TITANIC** model is destroyed, 9 victory points if two enemy **TITANIC** models are destroyed, or 15 victory points if three or more enemy **TITANIC** models are destroyed.

BRING IT DOWN

End Game Objective

The opposing army contains numerous heavily armoured units. Take any opportunity to bring them down.

Score 1 victory point at the end of the battle for each enemy **MONSTER** or **VEHICLE** model with a Wounds characteristic of 10 or less that is destroyed, 2 victory points for each enemy **MONSTER** or **VEHICLE** model with a Wounds characteristic of between 11-19 that is destroyed, and 3 victory points for each enemy **MONSTER** or **VEHICLE** model with a Wounds characteristic of 20 or more that is destroyed.

WARPCRAFT

ABHOR THE WITCH

End Game Objective

The presence of enemy psykers in this theatre of war can no longer be tolerated – hunt them down.

You cannot select this secondary objective if your army includes any **PSYKER** units. Score 3 victory points at the end of the battle for each enemy **PSYKER CHARACTER** unit that is destroyed, and 2 victory points for every other enemy **PSYKER** unit that is destroyed.

WARP RITUAL

End Game Objective

Completion of a complex ritual will allow your psykers to fully harness the power of the warp.

If you select this objective, keep a tally of Ritual points; add 1 to that tally each time a unit from your army successfully completes the following psychic action during the battle:

Warp Ritual (Psychic Action – Warp Charge 3): One **PSYKER 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.

At the end of the battle, score 3 victory points if your Ritual tally is 1, score 7 victory points if your tally is 2, or score 12 victory points if your tally is 3 or more.

PIERCE THE VEIL

End Game Objective

Your psykers must attempt to use their warp-gifted sight to scry that which cannot be seen by conventional methods.

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 psychic action during your Psychic phase if it is within 6" of your opponent's battlefield edge and more than 6" from any enemy models.

PSYCHIC INTERROGATION

Progressive Objective

Your psykers must use their mental powers to delve into the minds of the enemy leaders and discover their battle plans.

Score 3 victory points each time you successfully complete the following psychic action:

Psychic 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 24" of any visible enemy **CHARACTER** models.

8) Terrain

- The terrain at Invasion will follow the "Common terrain features" found in the rulebook (page 264 in the large rulebook or page 80-85 in the GT 2021 Mission pack).

Each terrain piece will have been assigned a role and features found explained in section 8.b)

- Some terrain pieces have pre-set features at Invasion, but this is explained in 8.b), but for the most part we will follow the pre-set features found in the rulebook.
- 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

8.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 using the maps in this tournament pack as a reference
- All objective markers should be placed on the bottom floor/ground.
- Each table at Invasion will have an equal amount of close to identical pieces of terrain as shown on the map. All the terrain pieces might not be in use for each mission. If this is the case, just place the terrain that is not in use to the side or under the table. When the game is finished, please put all the terrain back on the table again.
- Both players should be happy with the board before they roll for who is attacker and defender. There are no exact measurement for where all the terrain us supposed to go, so if each player feel that some terrain should be nudged than that is ok
- Even thou there are no exact measurement for the terrain and where it is supposed to go, the terrain shall still be placed so that a knight/land raider/other really big models is able to go and interact. Knights (as an example) should not be boxed in due to terrain, they should be able to move somewhere, maybe not everywhere, but they are not supposed to be stuck due to the terrain. If in doubt, contact a Judge.

8.b) Terrain Explanation

- The Blue L's are 8*8*8 inches, they have no windows and block line of sight. They are considered to be ruins and have the following terrain traits, **breachable, unstable position, obscuring, light cover (**if a models base is touching the wall and they are allowed a cover save**)**
- The Pink L's are 9*9*9 inches, they have windows in the second and third floor but are closed on the bottom floor. They are considered to be **area terrain ruins** with the same attributes as found in the rulebook in regards to terrain traits.
- The Yellow rectangles are hills and have the same terrain traits as describes in the rulebook
- The Green ovals are forests and have the same terrain traits as describes in the rulebook
- The small Green L's are 1 of 2 things depending on what terrain is at the table. If it is a small ruin with a base, it is considered to be an **area terrain ruin** piece**,** if the terrain piece is a small grey L, then it has the same traits as the big Blue L's.
- The Green squares with a Brown L in them are either a Hill, or a small **area terrain ruin** depending of what kind of terrain is present at the table.

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

GRAND TOURNAMENT 2021 – STRIKE FORCE

SCORCHED EARTH

MISSION BRIEFING

The time for a decisive strike against the foe is nigh. Key targets have been identified and their continued existence can no longer be tolerated. Spread ruination throughout the enemy's territory and leave nothing but heaped corpses and blazing wreckage in your wake!

MISSION RULES

Raze Objective (Action): One unit from your army can start to perform this action at the start of your Movement phase if it is within range of an objective marker that can be razed and no enemy units (excluding AIRCRAFT) are within range of that objective marker. Player A can only attempt to raze the objective markers labelled B, and player B can only attempt to raze the objective markers labelled A. This action is completed at the end of your turn. If this action is successfully completed, that objective marker is razed and removed from the battlefield.

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. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 5 victory points for each of the above conditions they satisfy (for a maximum of 15 victory points).

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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 Raze (see below).

RAZE

End Game Objective

Key strategic sites have been identified that our scouts believe are critical to the enemy's war efforts in this region. Storm these sites, slaughter any that stand sentry there and burn everything to the ground.

At the end of the battle, a player scores 6 victory points if one objective marker was removed from the battlefield due to a successful Raze Objective action performed by a unit from their army during the battle, and 12 victory points if two objective markers were so removed.

GRAND TOURNAMENT 2021 – STRIKE FORCE

SCORCHED EARTH

Player A Battlefield Edge

Player A Deployment Zone

A

A

12"

12"

12"

12"

18"

18"

Centre of Battlefield

12"

12"

B

12"

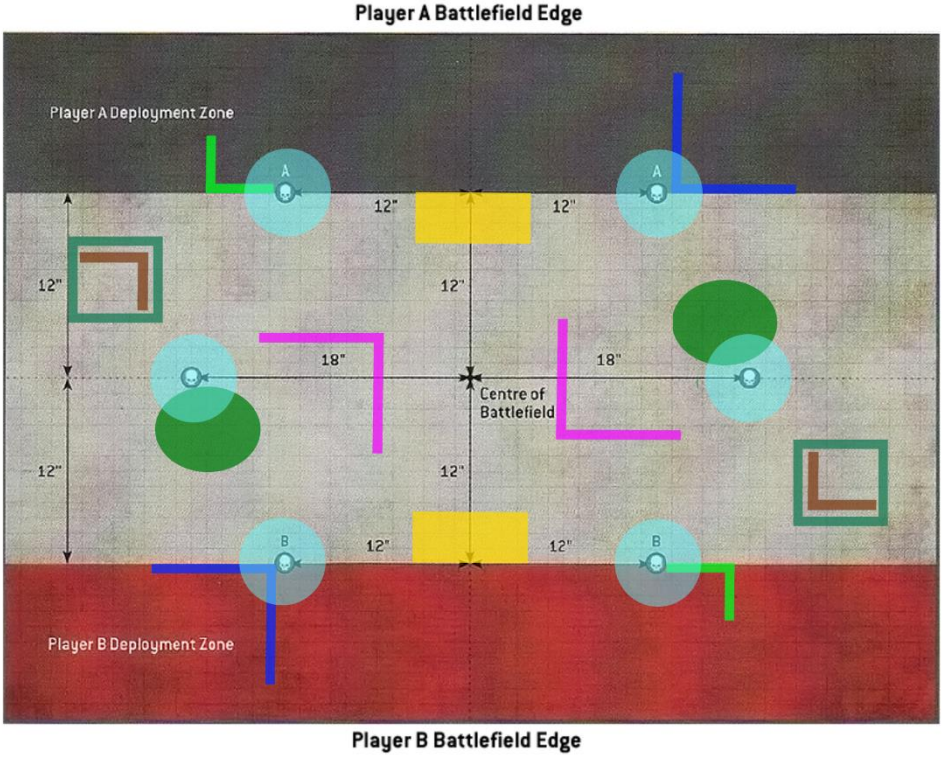
12"

B

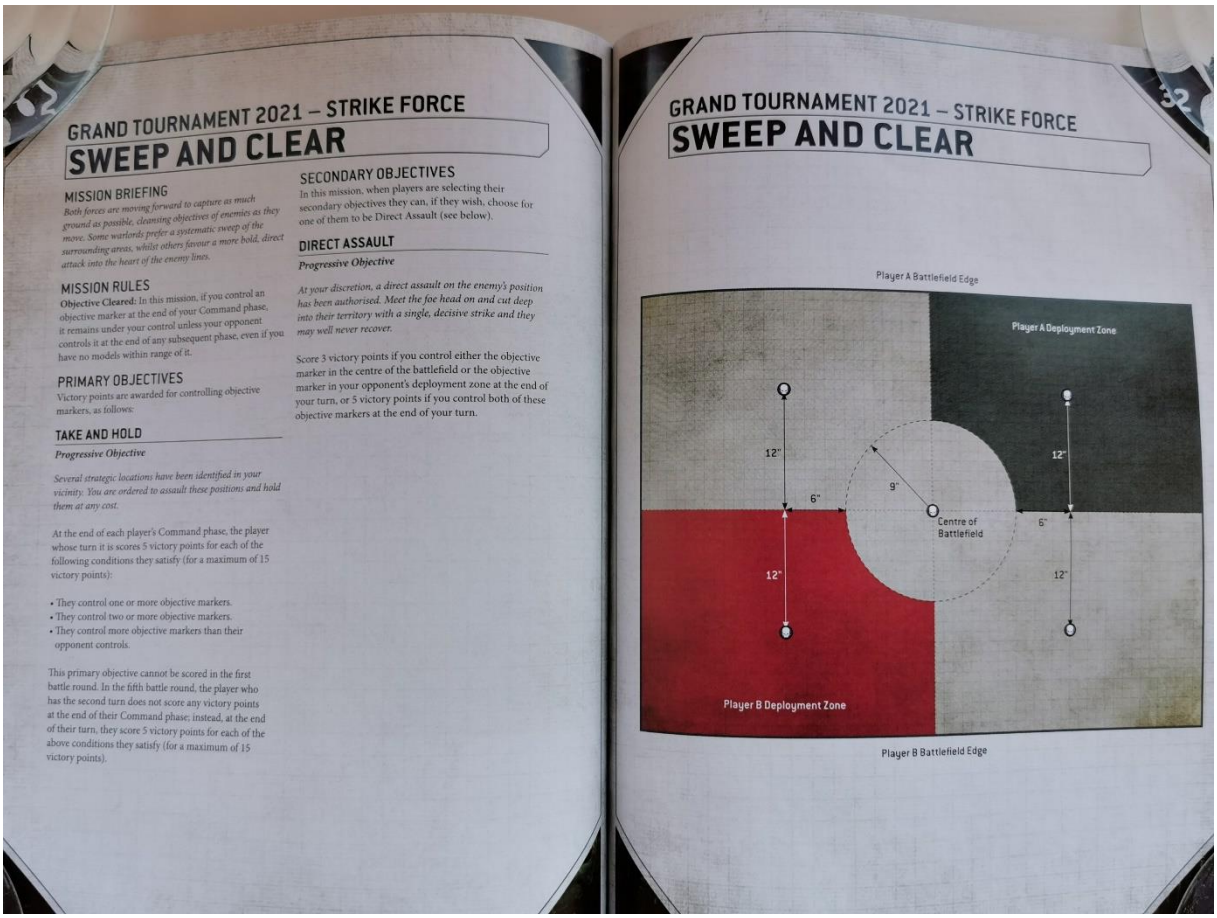
Player B Deployment Zone

Player B Battlefield Edge

39



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



GRAND TOURNAMENT 2021 – 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. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 5 victory points for each of the above conditions they satisfy (for a maximum of 15 victory points).

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

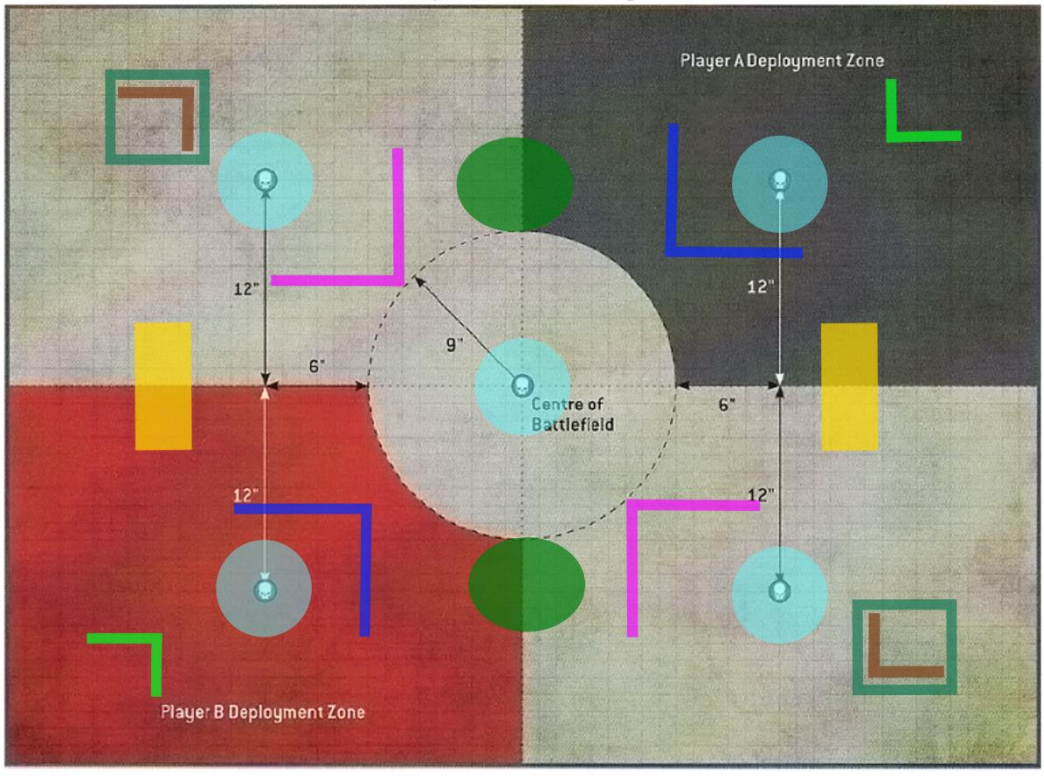
At your discretion, a direct assault on the enemy's position has been authorised. Meet the foe head on and cut deep into their territory with a single, decisive strike and they may well never recover.

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 2021 – STRIKE FORCE

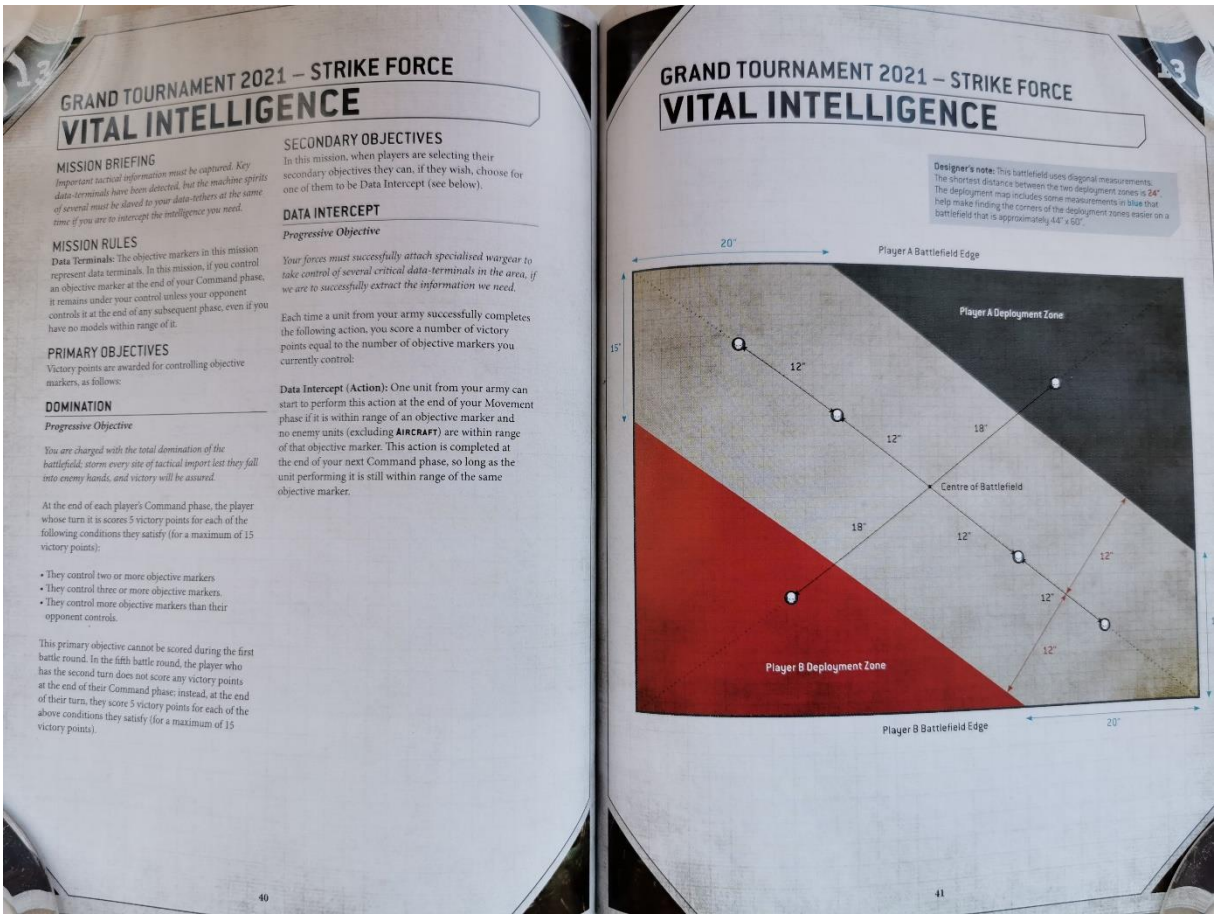
SWEEP AND CLEAR

Player A Battlefield Edge



Player B Battlefield Edge

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



GRAND TOURNAMENT 2021 – 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. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 5 victory points for each of the above conditions they satisfy (for a maximum of 15 victory points).

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.

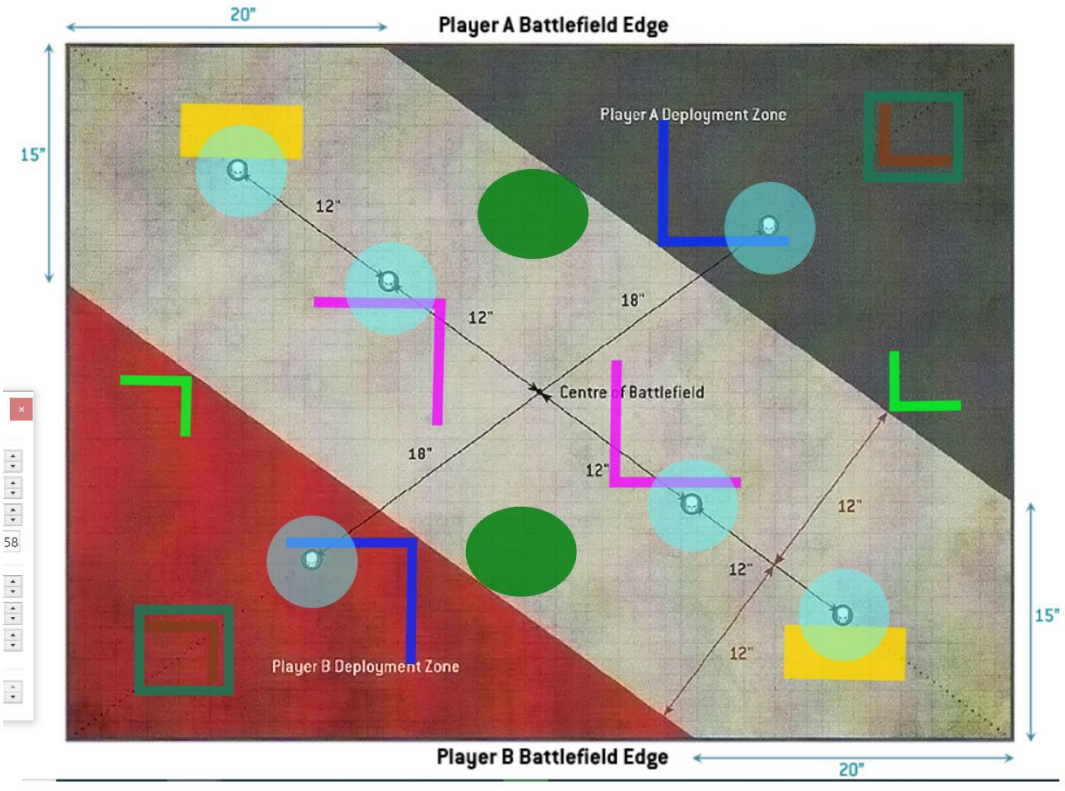
40

GRAND TOURNAMENT 2021 – STRIKE FORCE

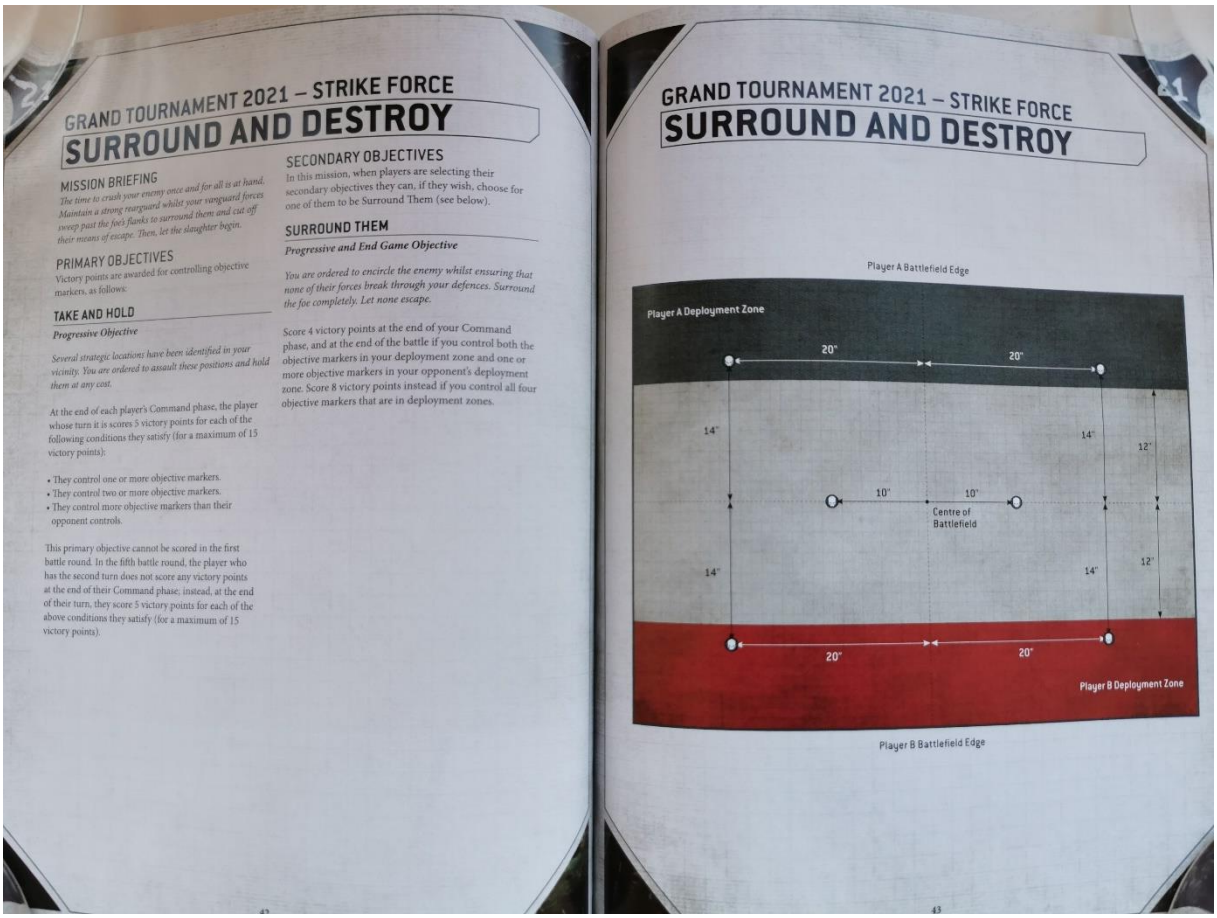
VITAL INTELLIGENCE

Designer's note: This battlefield uses diagonal measurements. The shortest 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".

41



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



GRAND TOURNAMENT 2021 – 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. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 5 victory points for each of the above conditions they satisfy (for a maximum of 15 victory points).

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

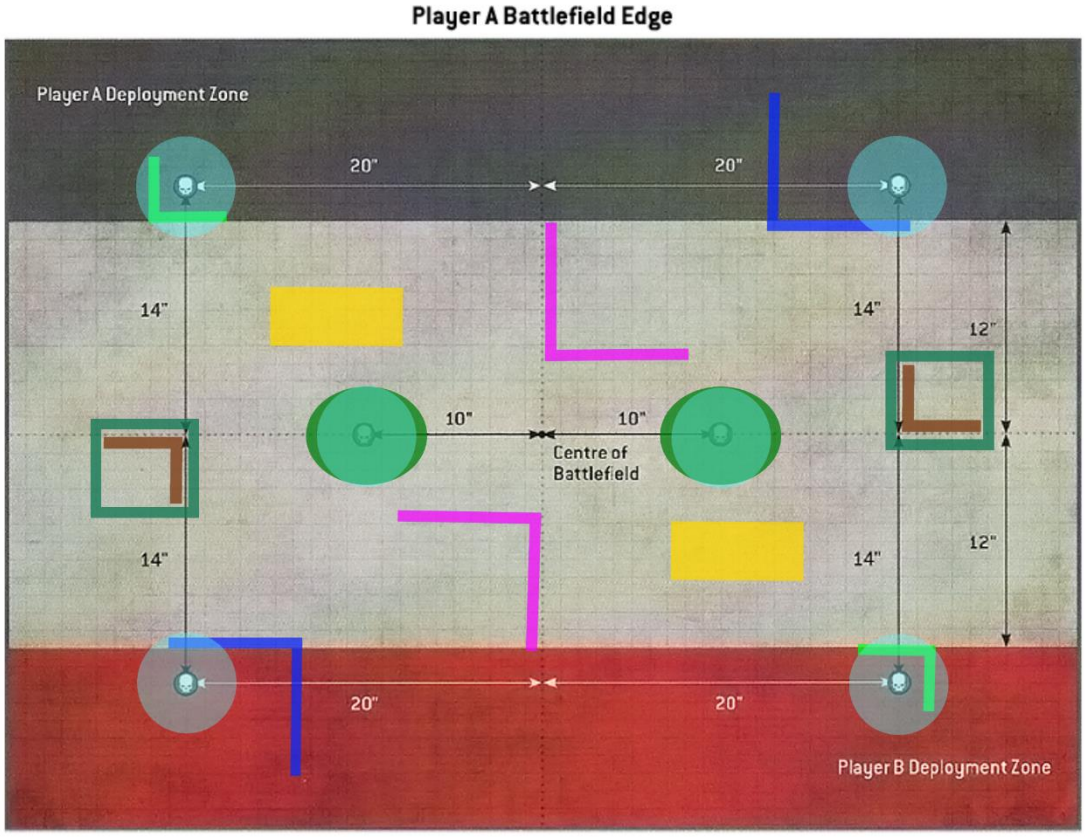
Progressive and End Game Objective

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.

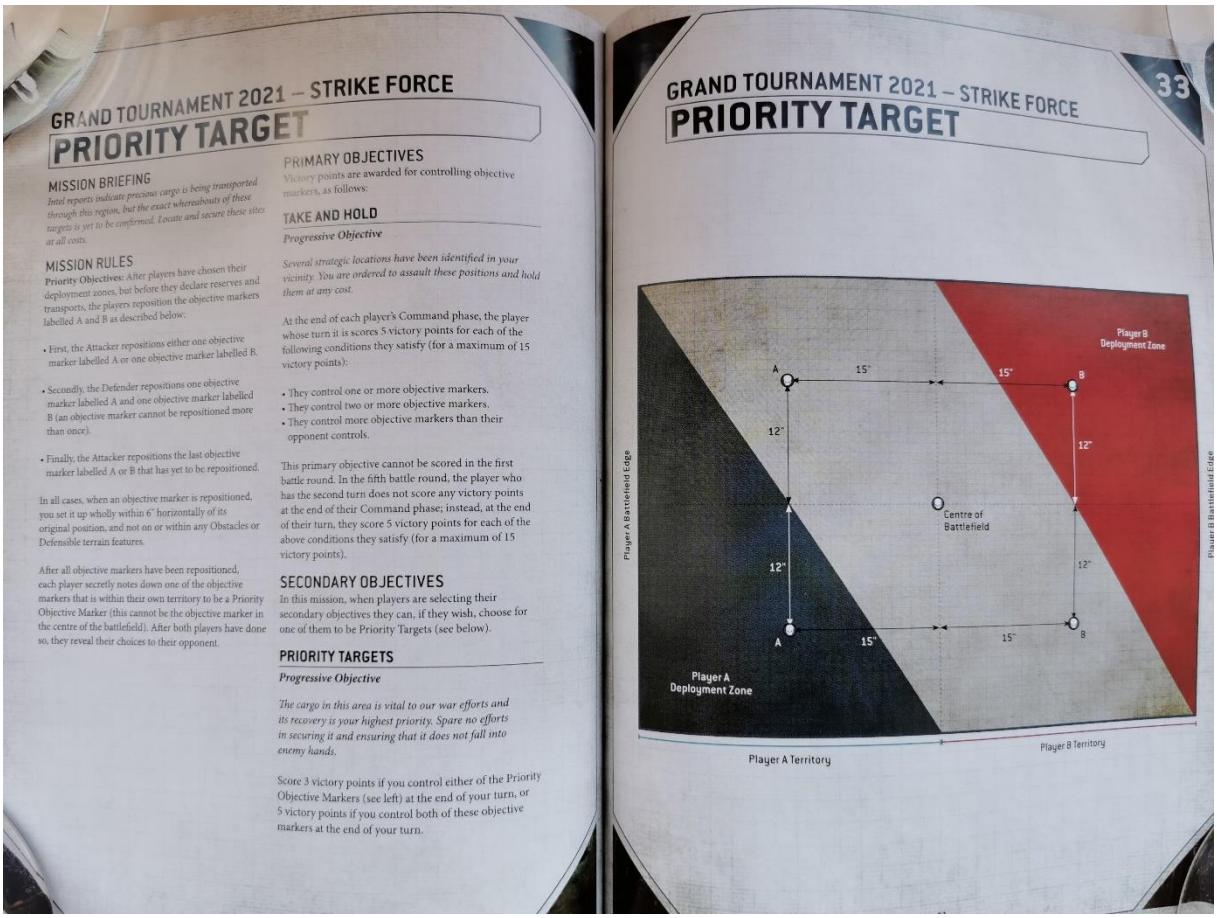
Score 4 victory points at the end of your Command phase, and at the end of the battle if you control both the objective markers in your deployment zone and one or more objective markers in your opponent's deployment zone. Score 8 victory points instead if you control all four objective markers that are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

GRAND TOURNAMENT 2021 – STRIKE FORCE

SURROUND AND DESTROY



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



GRAND TOURNAMENT 2021 – STRIKE FORCE

PRIORITY TARGET

MISSION BRIEFING

Intel reports indicate precious cargo is being transported through this region, but the exact whereabouts of these targets is yet to be confirmed. Locate and secure these sites at all costs.

MISSION RULES

Priority Objectives: After players have chosen their deployment zones, but before they declare reserves and transports, the players reposition the objective markers labelled A and B as described below:

- First, the Attacker repositions either one objective marker labelled A or one objective marker labelled B.
- Secondly, the Defender repositions one objective marker labelled A and one objective marker labelled B (an objective marker cannot be repositioned more than once).
- Finally, the Attacker repositions the last objective marker labelled A or B that has yet to be repositioned.

In all cases, when an objective marker is repositioned, you set it up wholly within 6" horizontally of its original position, and not on or within any Obstacles or Defensible terrain features.

After all objective markers have been repositioned, each player secretly notes down one of the objective markers that is within their own territory to be a Priority Objective Marker (this cannot be the objective marker in the centre of the battlefield). After both players have done so, they reveal their choices to their opponent.

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. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 5 victory points for each of the above conditions they satisfy (for a maximum of 15 victory points).

SECONDARY OBJECTIVES

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

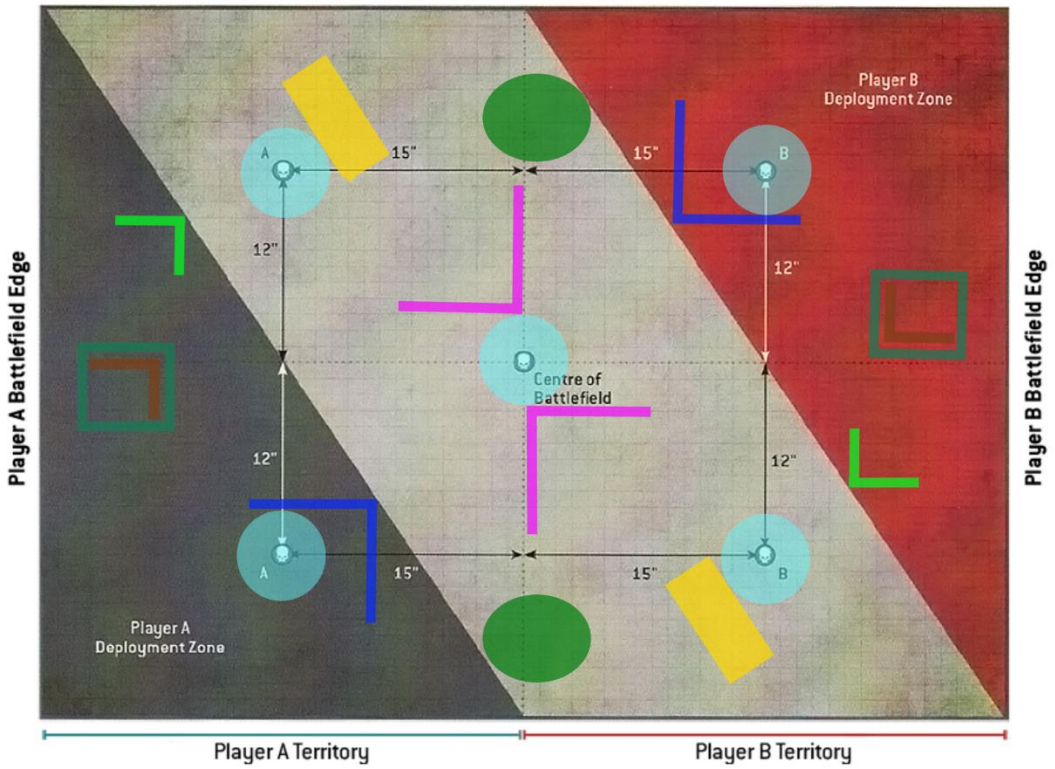
PRIORITY TARGETS

Progressive Objective

The cargo in this area is vital to our war efforts and its recovery is your highest priority. Spare no efforts in securing it and ensuring that it does not fall into enemy hands.

Score 3 victory points if you control either of the Priority Objective Markers (see left) at the end of your turn, or 5 victory points if you control both of these objective markers at the end of your turn.

PRIORITY TARGET



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