

# 40k Rules at Invasion 2022

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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.

In 2020 Invasion together with Norsehammer started 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 2022 have to be submitted to the Best Coast Pairing (BCP) app before the 11th 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 (if any) 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/stratagems, 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:

No prisoners:

Assasinate:

Titan Hunter:

Bring it down:

Abhor the Witch


You can either type in the list with the secondary information as list above when you deliver your list, or you can try to use the following link

<https://40001format.xyz/>

But please note that it is not always accurate, so do count again the numbers you are given to be sure it is correct.

## 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](mailto: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](mailto: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](mailto: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/1A31mVI4s1cSIXNQuxmZXQZt4dkxPlcVe/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](mailto: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 loses 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 and Army Books are in effect at Invasion. We don't have a cut of date, but if something comes out very close to the event we will make a announcement if the rules are to be used or not?

## 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.

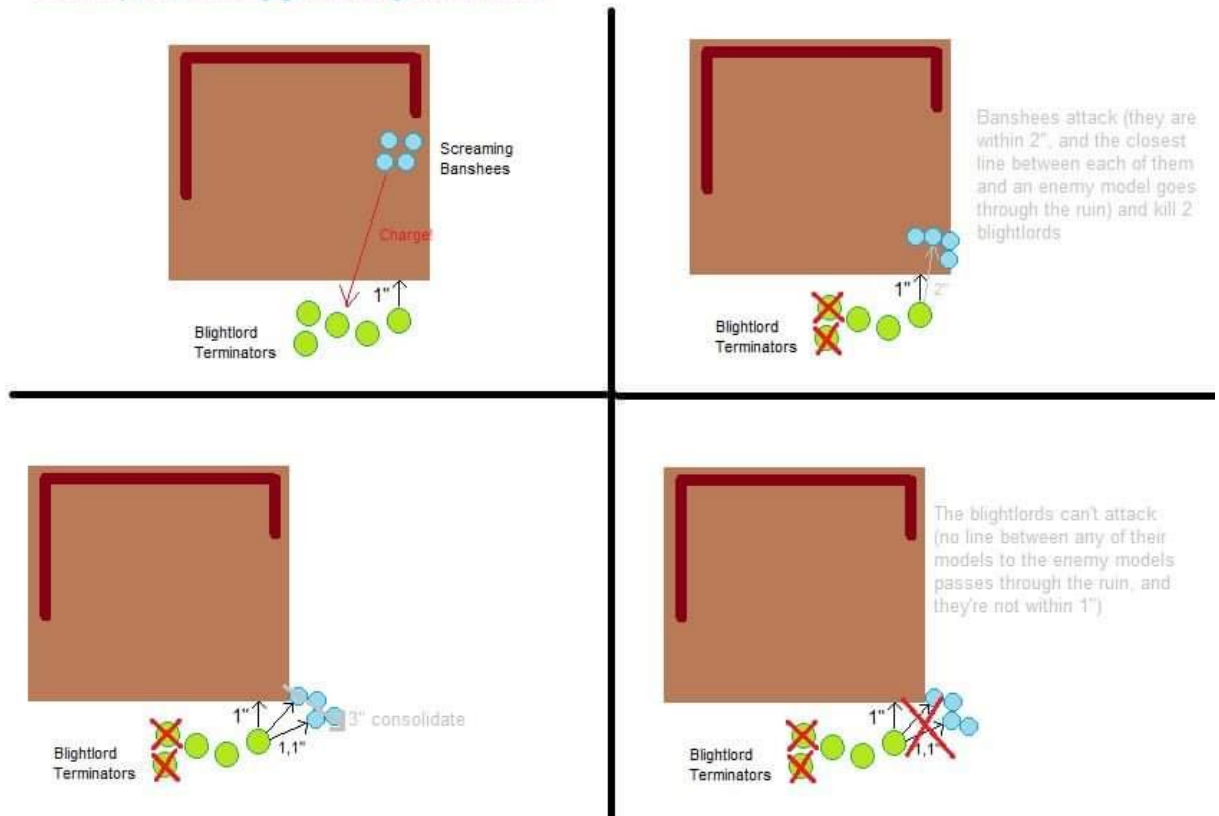
- With the new rules for engagement in ruins changing in the latest faq, a grey area has been spotted that we are fixing. In the example bellow, the engaged unit is also considered to have a engagement range of 2 if charged, since we believe that is the rules as intended in this case.

### Page 263 - Obscuring

Change the first sentence of the second paragraph to read:  
'Models that are on or within this terrain feature can see, and can be seen and targeted normally.'

Add the following to the end of this terrain trait:

'While a model is within 1" of an Area Terrain feature with this trait (e.g. Ruins) and the shortest line between it and an enemy model crosses over or through this terrain feature, then while those models are within 2" horizontally and 5" vertically of each other, they are within Engagement Range of each other.'



- Models that, when for certain rules or abilities, state they set up 'outside of 9' away from enemy models' are always required to roll a 9 on the charge distance, unless there are other modifiers than the 2" engagement range'
- Unless GW comes out with a FAQ, the Ork Kustom Jobs are considered to be free.

## 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 War Zone Nephilim Grand Tournament pack. All information about the missions can be found below and in the War Zone Nephilim Grand Tournament 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. Roll off with you opponent. The player that rolls higher may choose to be the Attacker or Defender. The Defender then selects one of the deployment zones and the Attacker gets the remaining deployment zone.
4. Pick secondaries. In parallel with your opponent, privately select, note, and simultaneously reveal the Secondary objectives you choose for this game.
5. All missions use the Strategic Reserves rules (pg. 80-81) and in this step of the pregame process each player secretly note down on their army roster 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 player's clock should be set to 1 hour and 25 min (since you have 3 hours 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 4 victory points for each of the following conditions they satisfy (for a maximum of 12 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 4 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 4 points from this primary mission)
- They control more objective markers than their opponent controls.

### **Secondary Missions**

Each player must pick 3 secondary objectives (this is done during step 3 in the pre-game process). You can score no more than 15 victory points for each secondary. If you would score more, any excess points are lost.

### **What happens if I choose 2 secondaries from the same category, and it is discovered during the game?**

If you should manage to pick 2 secondaries from the same category, then your opponent gets to choose 1 of them and it is change to the default secondary that is possible to take as described in the War Zone Nephilim Grand Tournament pack (page 6 under step 9 in the prebattle course for the game).

If you choose No Prisoners (No mercy no respite), Oath of moment (No Mercy no Respite) and Engage on all fronts (Battlefield Supremacy), then you have 2 from No Mercy no respite. His/her opponent then choose one of the secondaries (No prisoners and Oath) them and it is exchanged for Assassinate, since Purge the enemy is the only category that has a remaining default secondary.

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

## 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** unit that is destroyed. At the end of the battle, if the enemy **WARLORD** is destroyed, score 1 extra victory point.

### BRING IT DOWN

#### End Game Objective

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

At the end of the battle, score victory points for each enemy **MONSTER** or **VEHICLE** model that is destroyed, as follows:

- Score 1 victory point for each of those destroyed models with a Wounds characteristic of 9 or less.
- Score 2 victory points for each of those destroyed models with a Wounds characteristic of 10-14.
- Score 3 victory points for each of those destroyed models with a Wounds characteristic of 15-19.
- Score 4 victory points for each of those destroyed models with a Wounds characteristic of 20 or more.

## FACTION SECONDARIES

- **ADEPTUS ASTARTES**  
Codex Warfare (pg 17)
- **ADEPTUS ASTARTES (BLACK TEMPLARS)**  
Bathe Your Blade in the Blood of the Foe (pg 18)
- **ADEPTUS ASTARTES (BLOOD ANGELS)**  
Blade of Sanguinius (pg 19)
- **ADEPTUS ASTARTES (DARK ANGELS)**  
Martial Interdiction (pg 20)
- **ADEPTUS ASTARTES (DEATHWATCH)**  
Cull Order (pg 21)
- **ADEPTUS ASTARTES (SPACE WOLVES)**  
Glory Kills (pg 24)  
Heroic Challenge (pg 24)
- **ADEPTUS ASTARTES (WHITE SCARS)**  
Lightning Strike (pg 25)
- **ADEPTA SORORITAS**  
Slay the Heretic (pg 26)
- **ADEPTUS CUSTODES**  
Auric Mortalis (pg 27)
- **ADEPTUS MECHANICUS**  
Accretion of Knowledge (pg 28)
- **ASTRA MILITARUM**  
By Lasgun and Bayonet (pg 29)
- **IMPERIAL KNIGHTS**  
Duel of Honour (pg 31)
- **GREY KNIGHTS**  
Destroy the Daemon (pg 32)
- **TRAITORIS ASTARTES**  
Rise to Glory (pg 34)
- **TRAITORIS ASTARTES (CREATIONS OF BILE)**  
Specimens for the Spider (pg 36)
- **TRAITORIS ASTARTES (WORLD EATERS)**  
Skulls for the Skull Throne (pg 39)
- **THOUSAND SONS**  
Sorcerous Prowess (pg 41)
- **CHAOS KNIGHTS**  
A Fitting Challenge (pg 43)
- **DRUKHARI**  
Take Them Alive! (pg 47)  
Beasts for the Arenas (pg 47)
- **TYRANIDS HIVE TENDRIL**  
Cranial Feasting (pg 49)
- **NECRONS**  
Code of Combat (pg 51)
- **GENESTEALER CULTS**  
Ambush (pg 50)
- **ORKS**  
Da Biggest and da Best (pg 52)

## NO MERCY, NO RESPITE

### 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.

### NO PRISONERS

#### End Game Objective

*Exterminate the enemy. Show them no mercy.*

If you select this objective, keep a Kill Points tally. Each time an enemy model is destroyed (excluding **VEHICLE**, **MONSTER** or **CHARACTER** models), add a number of marks to this tally equal to the Wounds characteristic of the destroyed model. 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. In addition, if your Kill Points tally is between 50 and 99, you score 1 additional victory point, and if your tally is 100 or more, you score 2 additional victory points.

### FACTION SECONDARIES

- **ADEPTUS ASTARTES**  
Oaths of Moment (pg 17)
- **ADEPTUS ASTARTES (BLACK TEMPLARS)**  
Carry Out Your Vows (pg 18)
- **ADEPTUS ASTARTES (BLOOD ANGELS)**  
Fury of the Lost (pg 19)  
Death From Above (pg 19)
- **ADEPTUS ASTARTES (DARK ANGELS)**  
Death on the Wind (pg 20)
- **ADEPTUS ASTARTES (DEATHWATCH)**  
Suffer Not the Alien (pg 21)
- **ADEPTUS ASTARTES (IRON HANDS)**  
Cold Fury (pg 22)
- **ADEPTUS ASTARTES (SALAMANDERS)**  
The Promethean Creed (pg 23)
- **ADEPTUS ASTARTES (SPACE WOLVES)**  
A Mighty Saga (pg 24)
- **ADEPTA SORORITAS**  
A Leap of Faith (pg 26)
- **ADEPTUS CUSTODES**  
Might of Terra (pg 27)
- **ADEPTUS MECHANICUS**  
Eradication of Flesh (pg 28)
- **ASTRA MILITARUM**  
Inflexible Command (pg 29)
- **IMPERIAL KNIGHTS**  
Honour of the House (pg 30)
- **GREY KNIGHTS**  
Teleport Assault (pg 32)
- **TRAITORIS ASTARTES**  
The Long War (pg 34)
- **TRAITORIS ASTARTES (EMPEROR'S CHILDREN)**  
Adorn the Canvas Eclectic (pg 36)
- **TRAITORIS ASTARTES (NIGHT LORDS)**  
Sow the Seed, Reap the Fear (pg 37)
- **DEATH GUARD**  
Fleeing Vectors (pg 40)
- **THOUSAND SONS**  
Wrath of Magnus (pg 41)
- **CHAOS KNIGHTS**  
Path of Destruction (pg 42)
- **CHAOS DAEMONS**  
Nourished by Terror (pg 44)
- **ASURYANI**  
Wrath of Khaine (pg 46)
- **DRUKHARI**  
Fear and Terror (pg 47)
- **HARLEQUINS**  
A Deadly Performance (pg 48)
- **TYRANIDS HIVE TENDRIL**  
Synaptic Insight (pg 49)
- **NECRONS**  
The Treasures of Aeons (pg 51)
- **ORKS**  
Stomp 'em Good (pg 52)
- **T'AU EMPIRE**  
A Clean Victory (pg 53)

# 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 Ritual Points tally; add 1 to that tally each time a unit from your army 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 Points tally is 1, score 7 victory points if your tally is 2, or score 12 victory points if your tally is 3 or more.

## 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.*

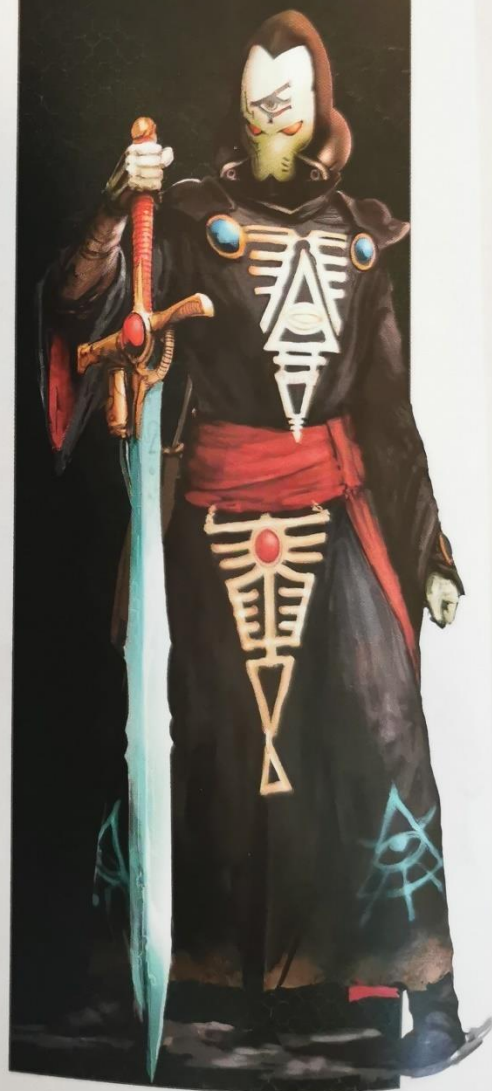
Score 3 victory points each time you successfully complete the following psychic action:

**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 enemy **CHARACTER** units.

In addition, if the result of the Psychic test is equal to or greater than the Leadership characteristic of any enemy **CHARACTER** models within 24" of the **PSYKER** unit that completed this psychic action, you gain 1 Command point at the end of the phase.

## FACTION SECONDARIES

- **GREY KNIGHTS**  
Purifying Ritual (pg 32)
- **THOUSAND SONS**  
Mutate Landscape (pg 41)
- **ASURYANI**  
Scry Futures (pg 46)
- **HARLEQUINS**  
Weave Veil (pg 48)



# BATTLEFIELD SUPREMACY

## BEHIND ENEMY LINES

### *Progressive Objective*

*Dispatch 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.

## 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 qualifying units (see below) from your army wholly within three different table quarters, and those units are all more than 6" away from any other table quarter. Score 3 victory points instead if you have one or more qualifying units from your army wholly within each table quarter, and those units are all more than 6" away from any other table quarter. A qualifying unit is one that has a Starting Strength of 3 or more models, or one that contains 1 or more **VEHICLE** or **MONSTER** models (excluding **AIRCRAFT** models).

## FACTION SECONDARIES

- **ADEPTUS ASTARTES**  
Shock Tactics (pg 17)
- **ADEPTUS ASTARTES (BLACK TEMPLARS)**  
Allow Not the Worship of Unclean Idols (pg 18)
- **ADEPTUS ASTARTES (BLOOD ANGELS)**  
Relentless Assault (pg 19)
- **ADEPTUS ASTARTES (DARK ANGELS)**  
Stubborn Defiance (pg 20)
- **ADEPTUS ASTARTES (DEATHWATCH)**  
The Long Vigil (pg 21)
- **ADEPTUS ASTARTES (SPACE WOLVES)**  
Warrior Pride (pg 24)
- **ADEPTA SORORITAS**  
Defend the Shrine (pg 26)
- **ADEPTUS CUSTODES**  
Stand Vigil (pg 27)
- **ADEPTUS MECHANICUS**  
Uncharted Sequencing (pg 28)  
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- **ASTRA MILITARUM**  
Boots on the Ground (pg 29)
- **IMPERIAL KNIGHTS**  
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- **DEATH GUARD**  
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- **CHAOS KNIGHTS**  
Ruthless Tyranny (pg 42)
- **CHAOS DAEMONS**  
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- **ASURYANI**  
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- **DRUKHARI**  
Herd the Prey (pg 47)
- **HARLEQUINS**  
Take Your Places (pg 48)
- **GENESTEALER CULTS**  
Broodswarm (pg 50)
- **NECRONS**  
Purge the Vermin (pg 51)
- **ORKS**  
Green Tide (pg 52)
- **T'AU EMPIRE**  
Decisive Action (pg 53)

# 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, units from your army can attempt 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 within range of a different objective marker you control and that does not have one of your banners raised on it (see below). The action is completed at the end of your turn. If 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 Command 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 on it.

## RETRIEVE NEPHILIM DATA

### *End Game Objective*

*Several servo-skulls containing vital data have been lost within this region. Locate and retrieve these at all cost.*

If you select this objective, keep a Retrieved Data tally. In addition, units from your army can attempt the following action:

**Retrieve Data (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 a table quarter that has not had a servo-skull retrieved by your army (see below) and it is more than 6" away from any other table quarter. This action is completed at the end of your turn provided the unit performing it is still within the same table quarter. If completed, roll one D6, subtracting 1 from the result if the unit that completed the action has the Troops Battlefield Role: if the result is less than or equal to the number of models currently in that unit, that table quarter is said to have had a servo-skull retrieved by your army and you add 1 to your Retrieved Data tally.

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.

## FACTION SECONDARIES

- **ADEPTUS ASTARTES (DEATHWATCH)**  
Cripple Stronghold (pg 21)
- **ADEPTUS ASTARTES (IMPERIAL FISTS)**  
Bolster Barricades (pg 22)
- **ADEPTUS ASTARTES (RAVEN GUARD)**  
Secure or Sabotage (pg 23)
- **ADEPTUS ASTARTES (ULTRAMARINES)**  
We March for Macragge (pg 25)
- **ADEPTA SORORITAS**  
Sacred Grounds (pg 26)
- **ASTRA MILITARUM**  
Special Orders (pg 29)
- **IMPERIAL KNIGHTS**  
Renew the Oaths (pg 30)
- **TRAITORIS ASTARTES**  
For the Dark Gods (pg 34)
- **TRAITORIS ASTARTES (ALPHA LEGION)**  
Infiltrate and Subvert (pg 35)
- **TRAITORIS ASTARTES (BLACK LEGION)**  
Despoil Dominions (pg 35)
- **TRAITORIS ASTARTES (IRON WARRIORS)**  
Masters of Demolition (pg 37)
- **TRAITORIS ASTARTES (RED CORSAIRS)**  
Raid and Reave (pg 38)
- **TRAITORIS ASTARTES (WORD BEARERS)**  
Exalt the Dark Gods (pg 38)
- **DEATH GUARD**  
Spread the Sickness (pg 40)
- **THOUSAND SONS**  
Burn Empires (pg 41)
- **CHAOS KNIGHTS**  
Storm of Darkness (pg 42)
- **CHAOS DAEMONS**  
Despoilers of Reality (pg 44)
- **ASURYANI**  
Scout the Enemy (pg 46)
- **TYRANIDS HIVE TENDRIL**  
Spore Nodes (pg 49)
- **GENESTEALER CULTS**  
Sabotage Critical Location (pg 50)
- **NECRONS**  
Ancient Machineries (pg 51)
- **ORKS**  
Get da Good Bitz (pg 52)
- **T'AU EMPIRE**  
Aerospace Targeting Relays (pg 53)

## 8) Terrain

- The terrain at Invasion will follow the “Common terrain features” found in the rulebook (page 264 in the large rulebook or page 120-125 in the Nephilim GT 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 is 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



= Hill  
No keywords, follow normal  
rules for movement



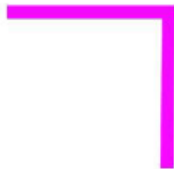
= Forest  
Difficult Ground  
Dense Cover  
Defensible  
Area Terrain  
Breachable



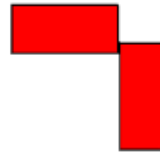
= Ruin with no windows (Big grey L ruin)  
Breachable  
Unstable position  
Obscuring  
Light cover



= Small Ruin (Grey MDF ruin)  
Breachable  
Unstable position  
Obscuring (If taller than 5")  
Light cover  
Scalable  
Area terrain  
Defensible



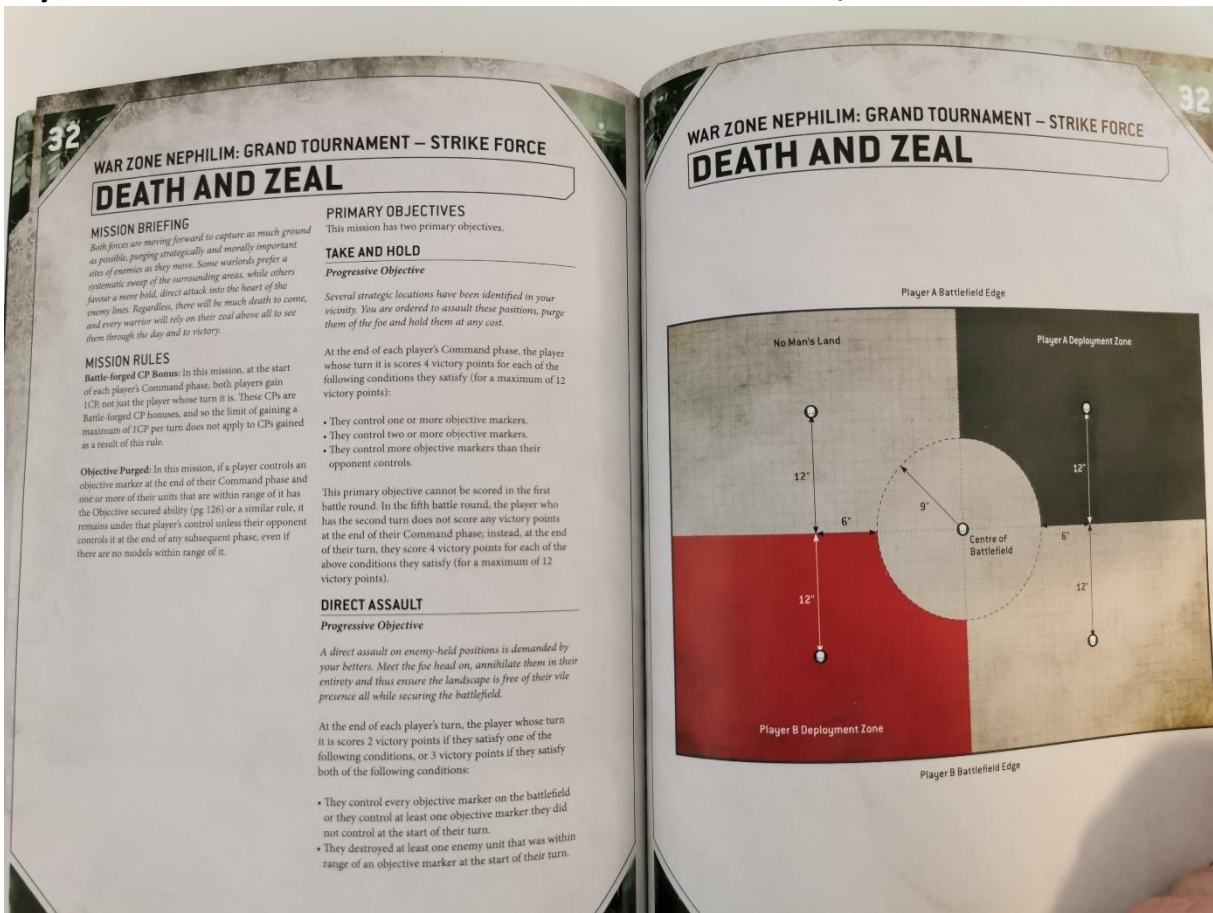
= Ruin with windows (Big prepainted ruin)  
Breachable  
Unstable position  
Obscuring  
Light cover  
Scalable  
Area terrain  
Defensible



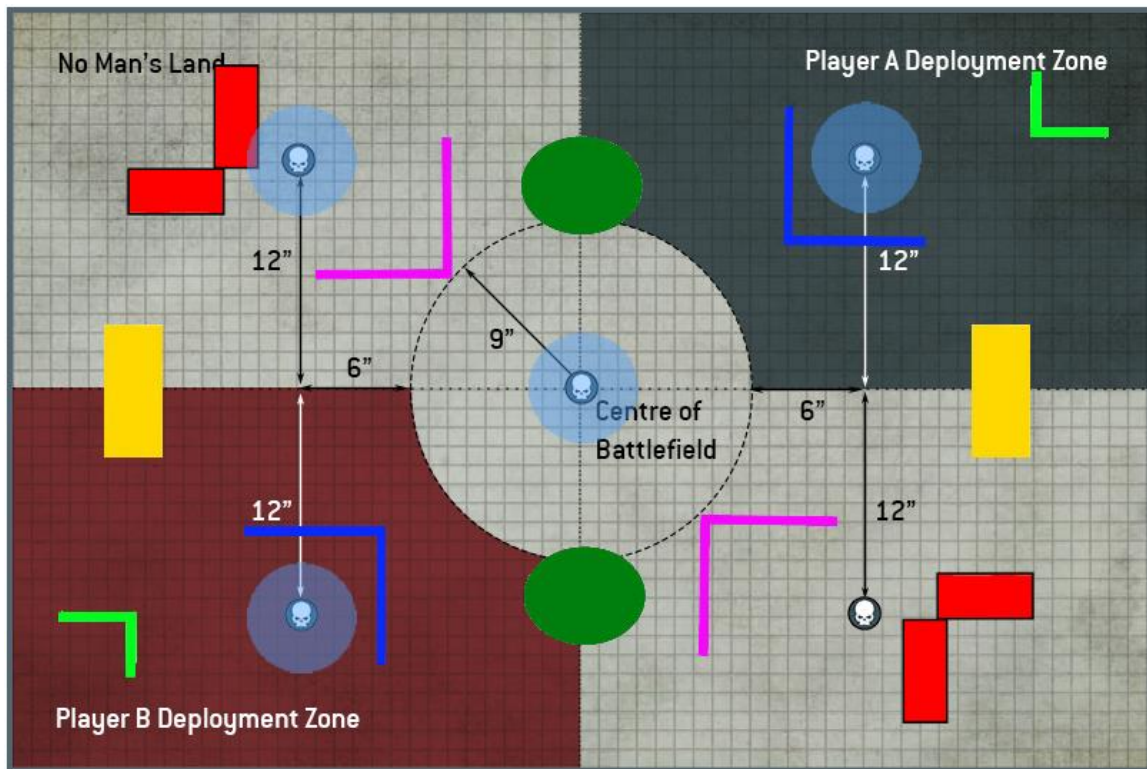
= 2xContainers configured as an L  
Light Cover  
Scalable  
Exposed Position



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

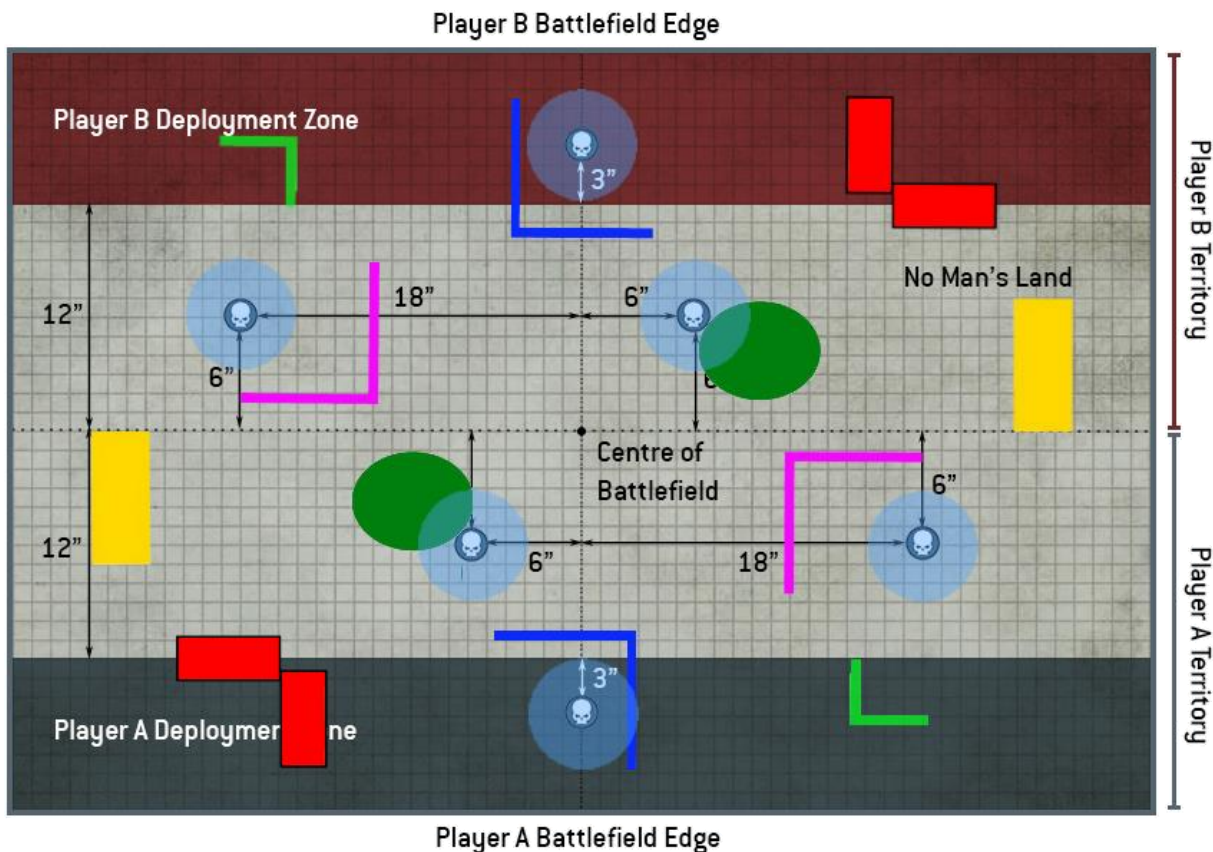
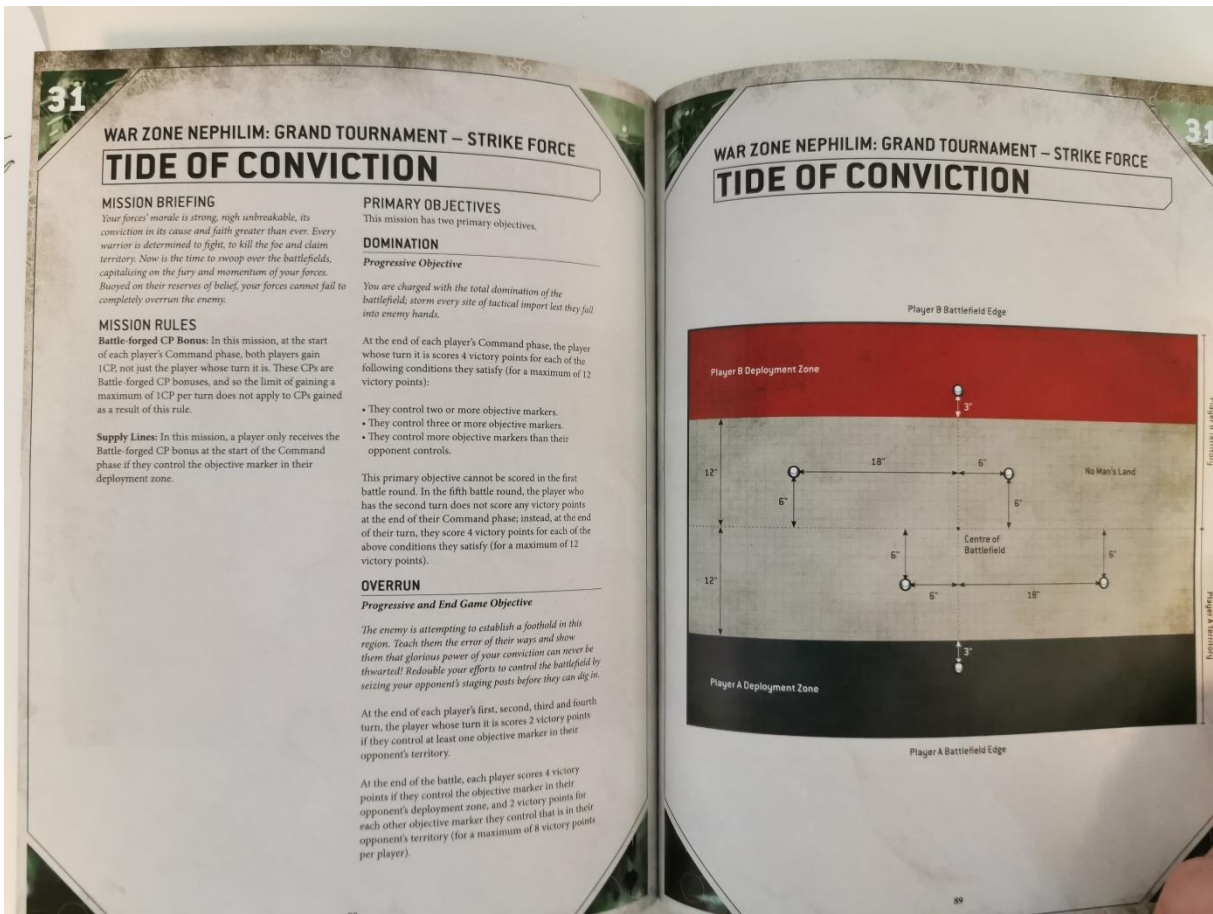


Player A Battlefield Edge

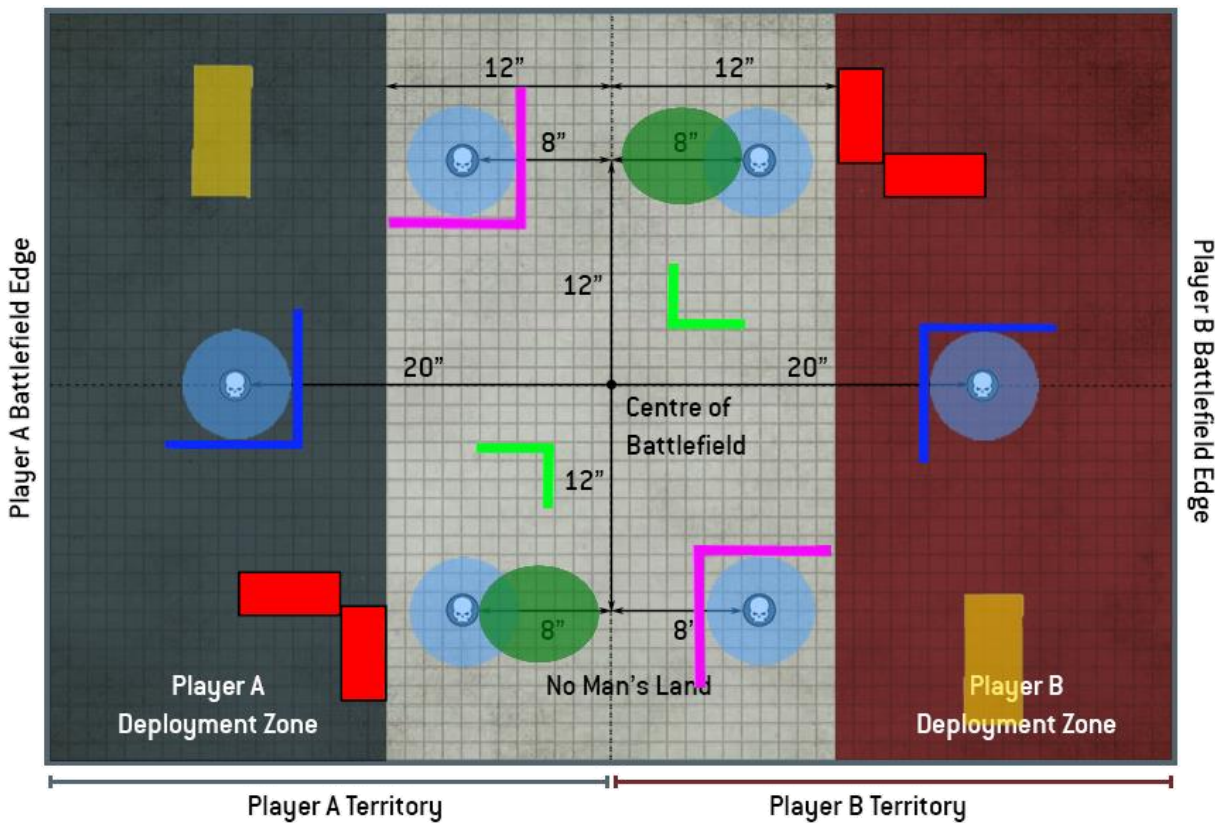
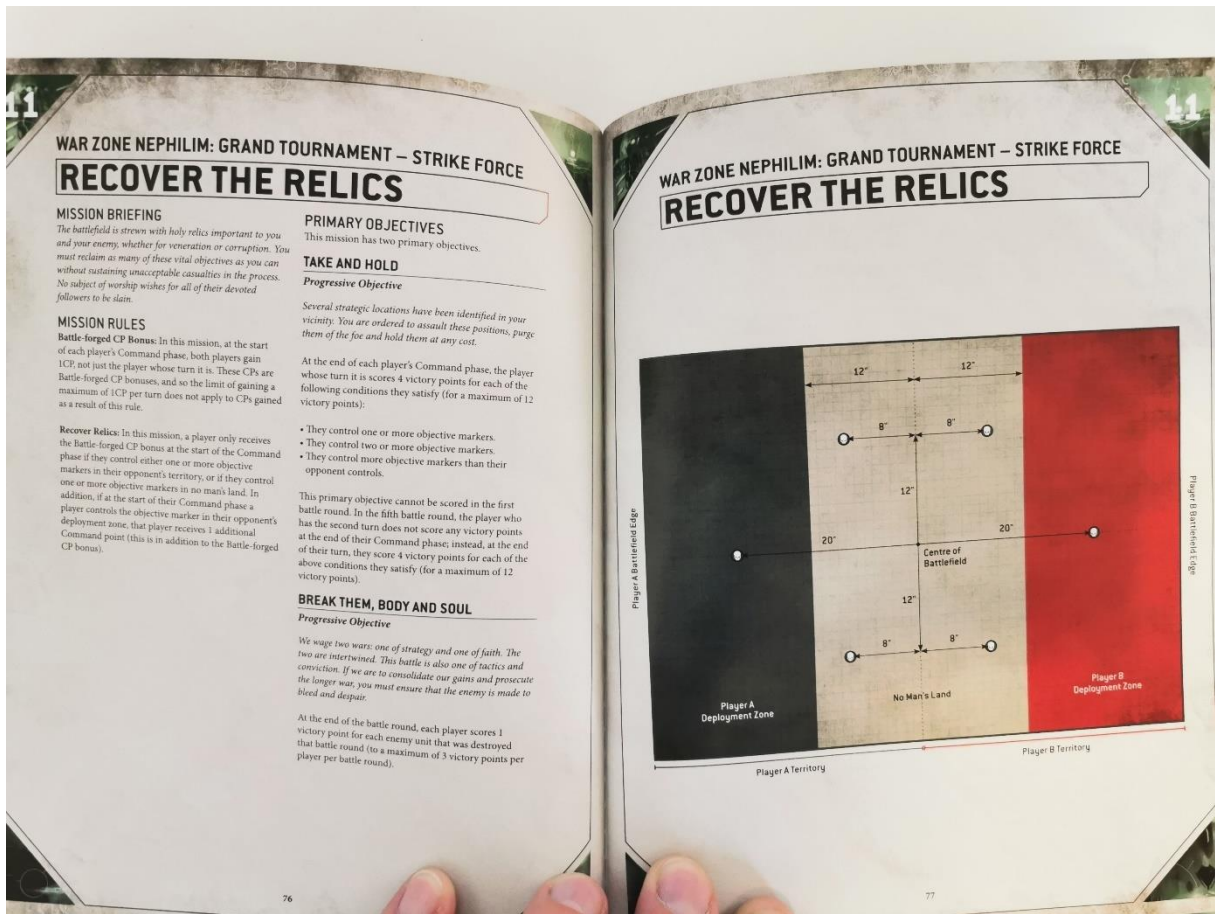


Player B Battlefield Edge

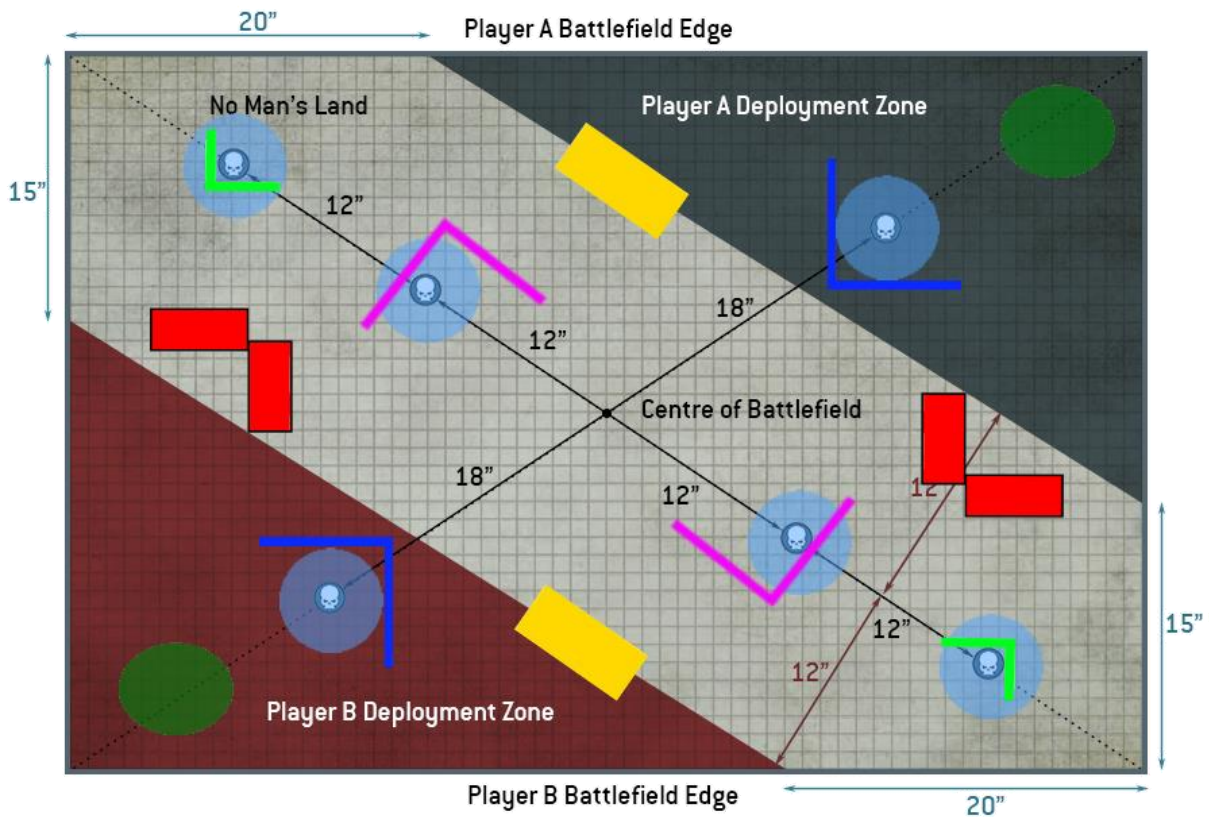
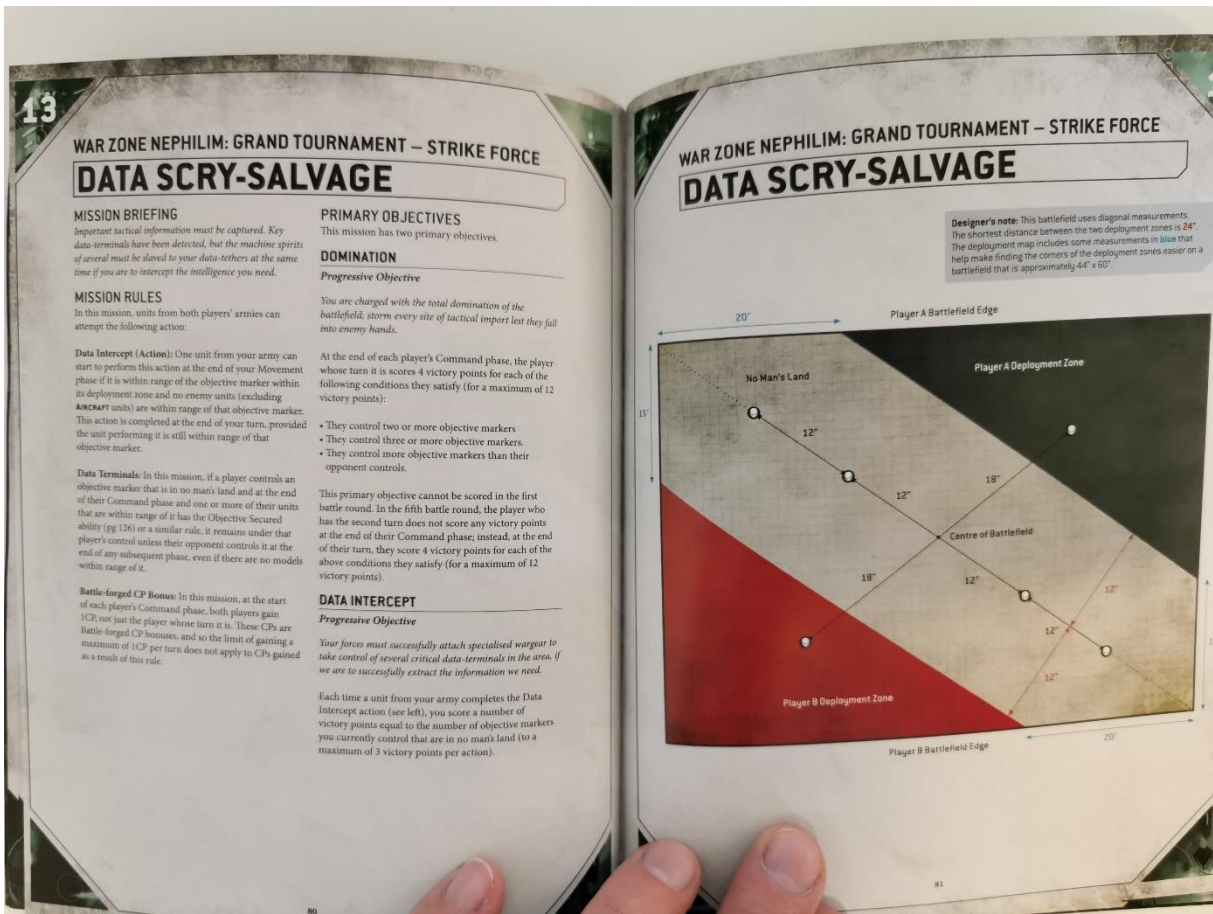
**Game 2: (All the missions can be found in the GT manual)**



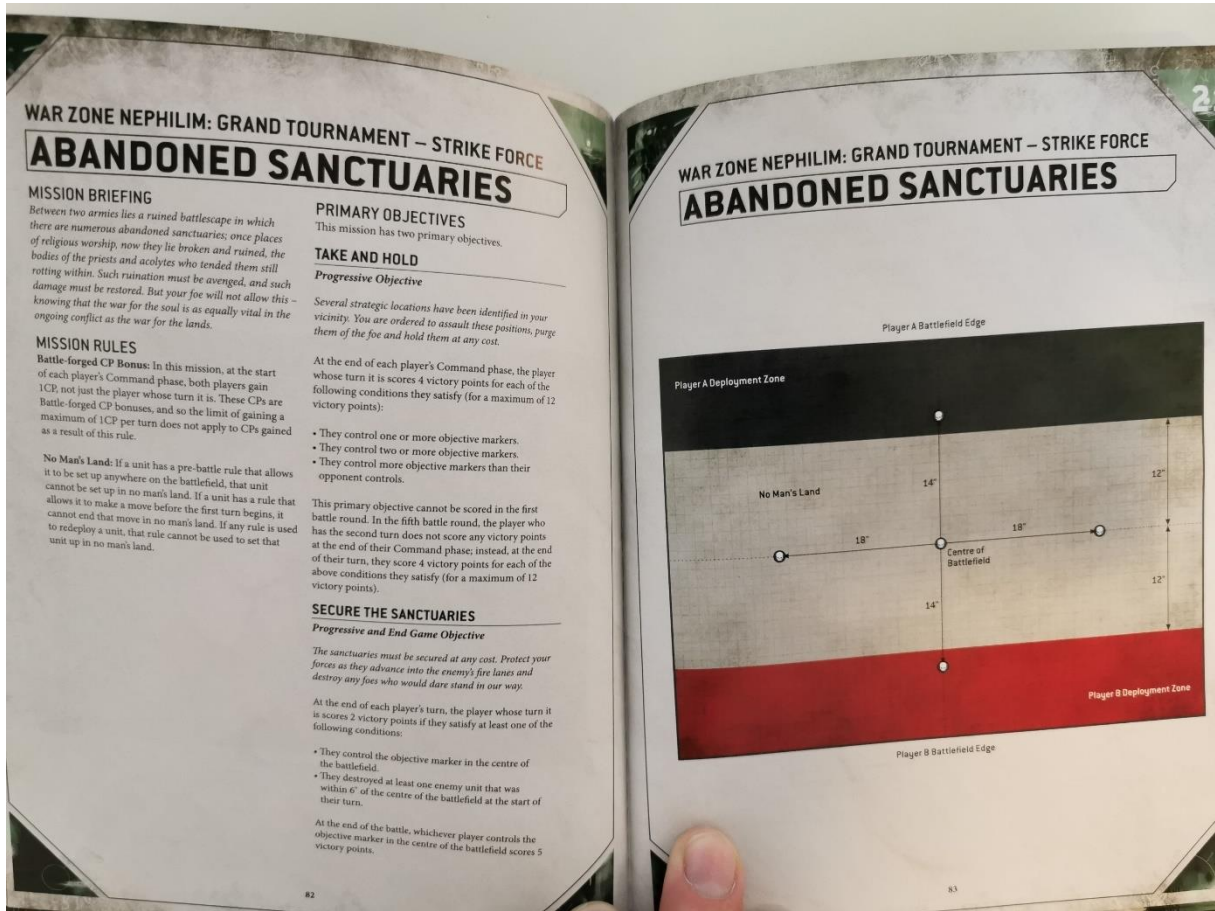
**Game 3 (All the missions can be found in the GT manual)**



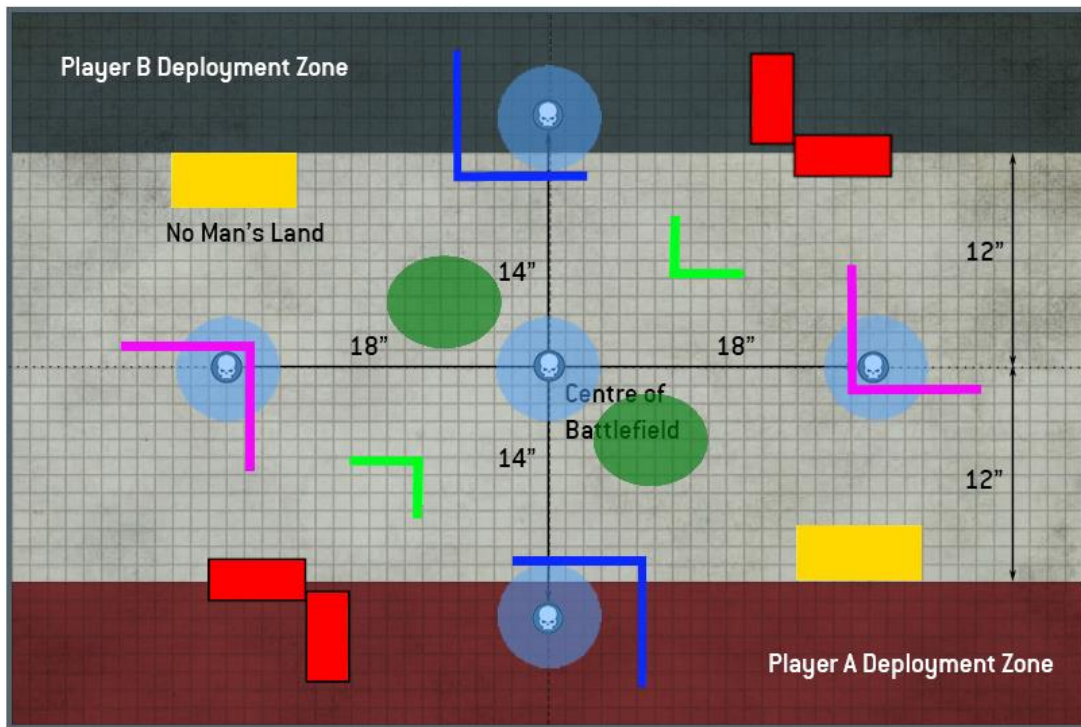
Game 4 (All the missions can be found in the GT manual)



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



Player B Battlefield Edge



Player A Battlefield Edge

## 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