

40K WARZONE TOURNAMENT



Adepticon 2013





Some of the 2ndCityWarzone crew at Adepticon 2010

Welcome to the first 40K Warzone Tournament at Adepticon. This will most likely be unlike any tournament you've participated in before and hopefully that proves to be a good thing. Over the last 20 years Warhammer 40K and the tournament scene that has developed around it has evolved and changed. I always liked playing in tournaments when I got into 40K because it drew out this mix of creativity and ingenuity, both in the player base and the tournament organizers. It was rare that you went to a tournament and played a scenario out of the book. The missions were unique, sometimes with side bars or requiring that you bring your own piece of scenery for a large objective such as a bunker or a cargo vehicle. It also wasn't uncommon for the organizers to throw something completely weird at you like a swirling vortex of death that moved randomly across the board. I know some tournament players like things as predictable and controlled as possible so that they can flex their pure list building and playing skills. Personally I was just in it for a day of exciting and interesting new experiences, combined with the pageantry that went along with beautiful terrain and wonderfully converted and painted armies. I decided to put together this event to fill a need I felt was out there to cater to the elements of tournaments I love, and to downplay some of the aspects of tournaments I dislike.

With all of that in mind I decided that I wanted to craft an event that I would be stoked to play in. Now a common assertion that comes up on the internet is that no one plays or is interested in the 40K Expansions. I disagree. I own popular expansions like both incarnations of City Fight/Cities of Death and I own obscure ones like Battle Fleet Gothic Invasion (a sort of pre-cursor to Zone Mortalis). I own two editions of the Arid Terrain Rules by J. Michael Tisdell. I own Planetsrike and the Battle Missions book. I even keep all my old editions of 40K to mine them for old scenarios and play concepts. In fact the Stratagem list and the Scenarios for this event are an amalgamation of rules and concepts drawn from every one of those sources. So if you enjoy the expansions and you like a unique and exciting game of 40K that explores unconventional corners of the vast universe that GW has developed - you should hopefully have a good time today. I hope you enjoy playing in the event as much as I enjoyed putting it together. Good luck today and above all - have fun with it.

Nick Baran
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2ndCityWarzone@blogspot.com

BASIC RULES AND RESTRICTIONS

NOTE: This tournament will feature a Zone Mortalis warzone. The Zone Mortalis warzone is a highly restrictive environment and is designed to represent combat in tightly-enclosed tunnels. Models that are more than 3" tall or 3" wide will not fit in the corridors of the Zone Mortalis warzone. Additionally, there may be sections of this warzone that are only accessible to models on a 25mm base.

Though there are no restrictions on what you can bring, you must understand that things like Flyers, most Skimmers (e.g., Space Marine Land Speeders, Falcon Grav Tanks, Tau Devilfish), all Tanks, large Walkers (e.g., Dread Knights, Defilers) and Monstrous Creatures (e.g., Greater Daemons, Hive Tyrants, Carnifexes) will more than likely be useless in the corridors of a Zone Mortalis warzone. Simply put, you will not be able to field those types of units on this table. Other tables will feature a significant amount of Dangerous Terrain that might affect Bikes and Jump Infantry adversely. You will do best in a variety of environments with the basics – Infantry and normal Walkers, supported by Jump Troops and Light Vehicles. Save your Tanks, Flyers, or Artillery for your Sideboard or leave them home all together.

- Armies will consist of **1000 points** or less, using one of the three variant force organization charts below. Allies are legal and must follow the standard Allied Detachment FOC.

| Combatant |
|---|
| <ul style="list-style-type: none"> 1-2 HQ 0-2 Elites 1-3 Troops 0-2 Fast 0-1 Heavy |

| Attacker |
|---|
| <ul style="list-style-type: none"> 1-2 HQ 1-3 Elites 0-3 Troops 0-2 Fast 0-1 Heavy |

| Defender |
|---|
| <ul style="list-style-type: none"> 1-2 HQ 0-2 Elites 1-4 Troops 0-1 Fast 0-2 Heavy |

| Allied Detachment |
|---|
| <ul style="list-style-type: none"> 1 HQ 0-1 Elites 1-2 Troops 0-1 Fast 0-1 Heavy |

- Players **MUST** use the same army list throughout the tournament.
- The following codices (print or eBooks version) are allowed in the Warhammer 40K Warzone Tournament: Codex Black Templars (I), Codex Blood Angels (I), Codex Chaos Daemons (H), Codex Chaos Space Marines (H), Codex Dark Angels (I), Codex Dark Eldar (X), Codex Eldar (with [Night Spinner](#)) (X), Codex Grey Knights (I), Codex Imperial Guard (I), Codex Necrons (X), Codex Orks (X), Codex Sisters of Battle (White Dwarf #380/381) (I), Codex Space Marines (I), Codex Space Wolves (I), Codex Tau Empire (X), Codex Tyranids (X).
- New codices that are released after March 15th, 2013 will not be allowed in the Warhammer 40K Warzone Tournament.
- The Warhammer 40,000 6th Edition Rules, Death from the Skies Compendium (unit rules, wargear and army list entries only) and all relevant [Games Workshop Errata and FAQs](#) will be used.
- The [AdeptiCon 2013 Warhammer 40K Rules Addendum and FAQ](#) will be used to resolve additional rules disputes.
- Each army may contain up to a maximum of one (1) Imperial Armor unit with the Warhammer 40K Approved stamp.
- Fortifications are **NOT** allowed in the Warhammer 40K Warzone Tournament.
- Warlord Traits will be determined per the Warhammer 40,000 rulebook (pg. 111) or appropriate Codex prior to the start of each game.
- Each player should choose and model one (1) Stratagem from the lists provided at the end of this rules packet.
- Players may select a single Sideboard unit worth up to 250 points. Sideboard units must comply with, and may only be drawn from, the Attacker, Defender, or Combatant FOC's and may not be Allies. An equal or greater than points value worth of units must be earmarked for replacement on your army list. Your army list must always comply with your selected FOC.

Example 1: Bob is using the Attacker FOC for his Dark Angels Space Marines. His 1000 point force consists of Interrogator Chaplain (required HQ), Deathwing Squad (required Elite), Dreadnought (Elite), Tactical Squad (Troops), and a Land Raider (Heavy Support). Bob knows that his 250 point Land Raider would not be able to be deployed in the dense tunnels of the Zone Mortalis board so he earmarks that unit on his army list to be replaced by the Sideboard. For his Sideboard he selects a Deathwing Terminator Squad of 245 points. During the duration of the tournament, before deployment each game, Bob must inform his opponent whether he is using his Land Raider or instead substituting in his Deathwing Terminator Squad.

Example 2: Jed is using the Combatant FOC for his Orks. His 1000 point force consists of a Weirdboy (required HQ), Big Mek (HQ), Lootas (Elites), Burnas (Elites), Ork Boyz (required Troops), Ork Boyz (Troops), Grots (Troops), Stormboyz (Fast Attack) Deff Dread (Heavy Support). This leaves only one available FOC slot for his Sideboard – Fast Attack. He selects Warbikers to be his Sideboard because he thinks their Exhaust Cloud special rule will be a huge benefit in the open desert, whereas his Deff Dread is likely an easy target. He earmarks both his 115 point Deff Dread and his 80 point Gretchin mob for replacement by his sideboard which consists of a 190 point Ork Warbike mob. Any game where Jed elects to use his Ork Warbike mob he must leave off both the Deff Dread and the Gretchin mob. A separate printed army list is required for the judges and each of your opponents (minimum of 5 copies required).

- Each player must bring a Warhammer 40,000 rulebook and the codex (or codices) represented in their army and all materials needed to play a game/report the results - including dice, measuring devices, templates, and a writing implement.
- All players are expected to abide by the [AdeptiCon Conduct Policy](#).
- The models used in your army must comply with the [AdeptiCon Model Policy](#) (all models **MUST** be WYSIWYG and 3-color minimum).
- If illegal units or rules violations are found in a player's list, at a minimum, the models in violation will be removed from all subsequent play. Tournament points may be deducted and award eligibility may be forfeited. Please use the feedback form on the [AdeptiCon 2013 website](#) to ask any questions you or your club may have regarding rules issues or legal units in advance!
- AdeptiCon Tournament Judges' and Officers' rulings are final and arguments or poor conduct by players will not be tolerated. AdeptiCon reserves the right to remove players from the tournament or AdeptiCon itself with no refunds allowed.

STRATAGEMS: DIRTY TRICKS

Booby Traps

- D3+3 booby trap markers may be placed in any terrain feature that a model can reasonably enter (city ruin, forest, fortification, trench line, tunnel, swamp, etc.) on the table not within the enemy's deployment zone.
- Should the terrain feature in which the marker is placed be removed or destroyed, the marker itself is lost along with it.
- The player controlling the booby trap may choose to trigger it when any enemy model or unit moves through the terrain feature where it is placed. Roll a D6: on a 4+, the booby trap is triggered. On any other result it is removed as a dud. The owner of the target unit must choose a single model which takes a Strength 8 hit, at AP 2, with no Cover Save allowed. Booby traps only work once the attack has been made. Vehicles hit take the damage against their front armor.
- Booby traps only affect the level of the terrain piece that they are on. For example, a booby trap set on the 2nd floor of a ruined building only affects models that move onto the 2nd floor.
- Objective markers cannot be booby trapped unless they are placed within a piece of terrain that can be booby trapped. Mysterious Terrain can be booby trapped, and it will not interfere with its pre-existing Mysterious properties.

Demolition

- The Demolition stratagem is declared during the Deployment phase as normal, but its target is kept secret until the stratagem is actually used. The target can be any terrain piece not in the opponent's deployment zone or it can be any underground or shipboard passage.
- The player writes down the target area, and the turn in which the demolition will occur. This is kept secret to be revealed when that turn arrives.
- In the player's own Shooting phase of the nominated turn, roll a D6 and add +1 to the roll and consult the Building Damage Table on page 94 of the rulebook. Note that the piece of scenery does not have to be a building, though if it is terrain without an armor value replace Catastrophic Breach results with a Tremor result instead.
- Any results of Total Collapse or Detonation will also result in a massive plume of smoke. The cloud of smoke is so dense that it will block any line of sight drawn across it.

Fog of War

- Your enemy is not expecting to be attacked and unsure of your position. On the first game turn enemy units that start on the board may only shoot or assault normally if they first pass a Leadership test in order to do so. If the test is failed they may not do so that turn. Units that failed their roll may fire Snapfire shots but cannot choose to Run instead.

Preliminary Bombardment

- After both armies have deployed but before the first turn, roll a D6 for every enemy unit and terrain piece on the tabletop. On a roll of 6, the unit or terrain piece is hit.
- A squad takes D6 Strength 5 AP 4 hits that cause pinning. Cover saves are allowed if the majority of the unit is within area terrain or sheltering along barricades.
- Vehicles struck suffer a Glancing hit on a roll of 4+.
- Vehicles in a squadron are rolled for individually.
- Fliers and Swooping flying Monstrous Creatures are unaffected.
- Units that start the game in reserve will not be hit by a Preliminary Bombardment.
- Small terrain pieces, such as sections of razorwire, tank traps, and barricades are removed automatically if hit – replace with a crater if you have one.
- A squad deployed within a building or fortification cannot be targeted, but of course the building or fortification can. If the building or fortification is hit roll a D6. On 1-3 the result is a Breach!, 4-6 the result is a Tremor. Units on the battlements can be targeted as normal.
- If a unit is struck whilst sheltering in a potentially dangerous terrain feature, roll a D6. On a result of 4+, the potentially dangerous terrain feature becomes a dangerous city ruin. These terrain features will be clearly marked during the tournament, but as a general note will be reserved to city ruins, large precarious rock features, forests of massive trees where large dangerous objects could become dislodged and crush those below, and terrain features like fuel and ammo dumps that could be ticking time bombs waiting to explode.
- If a unit is struck while sheltered within underground tunnels or on board a ship, designate a target model the impact is centered on. Roll a D6. On a 1-5 the squad simply takes a pinning test instead of taking casualties for being hit. On a 6 the squad takes hits exactly as detailed above. Additionally, the force of the explosion is so strong that every unit friend or foe, within 12" of the target point must also take a Pinning check. Each unit only has to take a single Pinning check during the Preliminary Bombardment.

Slash and Burn

- All pieces of terrain are on fire or are a smoking ruin. Before either side deploys roll a D6 for each piece of area terrain. 1-2 No Effect. 3-4 Smoking: Add +1 to the Cover Save of any unit in the terrain. 5-6 Burning: The area counts as Dangerous Terrain and is Smoking.
- Both Smoking and Burning terrain blocks any line of sight that is drawn across and beyond them.

STRATAGEMS: ARMORY

Combat Engineers

This stratagem provides a means of equipping your army with a wide range of combat engineering equipment. This confers all of the rules listed below, regardless of how individual models are equipped. All Infantry models are equipped as combat engineers. All of the following rules apply, unless the unit is falling back:

- When assaulting an enemy occupied Building one model may use a Breaching Charge against the building. It acts as a Strength 8 AP 3 weapon.
- Wire cutters allow any length of razor wire the unit moves through to be removed on a D6 roll of 4+.
- Smoke grenades (or their equivalent, such as Tyranid spore fog or Ork fungus clouds) can be used by each unit once per game, instead of firing any weapons in the Shooting phase. When used, they confer a 5+ Cover Save until the start of the unit's next turn. The unit does not count as occupying cover should it be assaulted.
- Jammers mean the unit only triggers enemy booby traps on a D6 roll of 6, rather than the normal 4+. On any other result the Booby Trap is a dud.

Flakk Mods

- One unit in your army may grant Interceptor and Skyfire to all of its heavy weapons.

Sacred Totem

- The Sacred Totem must be modeled on a 40mm base and be representative of either a non-combatant of the race or some sort of motive device carrying the Sacred Totem.
- The Sacred Totem can be deployed with a unit at the start of the game or it can be held in Reserve with a unit. If deployed in a Transport it counts as 2 models.
- When the Sacred Totem is deployed or comes on from Reserve roll a D6. 1-2 the unit becomes Fearless. 3-4 the unit has Preferred Enemy. 5-6 the unit gains Furious Charge.
- If the unit with the Sacred Totem is defeated in close combat or the Sacred Totem is destroyed, the entire army becomes -1 Leadership for the rest of the game.
- The Sacred Totem is Infantry, Independent Character, WS 0, BS 0, S2, T5, W2, I2, A0, Ld6 and has a 4+ Invulnerable Save. As an Independent Character it can leave and join other units and benefits from Look Out Sir.

Siege Shells

- All of your tanks already armed with Strength 8 or greater ordnance blast weapons are equipped with siege shells in addition to their normal ammunition.
- A siege shell's use is declared before firing. It fires with the following profile:
- Range 18", Str 10, AP -, Type Ordnance 1, Blast
- Should the hole in the center of the blast marker land within a Potentially Dangerous scenery piece, it will become Dangerous Terrain on a D6 roll of 4+. If the scenery piece is already Dangerous, it will be destroyed and replaced with rubble on a D6 roll of 4+. Siege shells need not target enemy models – the scenery piece may be the target.
- Siege Shells give you +1 on the Building Damage Table.

Wrecker

- All of your Monstrous Creatures and all models armed with Dreadnought Close Combat Weapons are equipped with wreckers.
- A wrecker-equipped unit that moves into contact with an obstacle may remove it from play on a D6 roll of 4+. It may cause a Potentially Dangerous area of terrain it moves into contact with to become Dangerous Terrain on a roll of 4+, and for Dangerous Terrain to become destroyed on a 4+. Replace the terrain piece with rubble.
- The unit may not shoot, run, or launch an assault on a turn in which the wrecker is used.
- It may be used on a piece of terrain that is occupied by a unit.
- A wrecker-equipped unit will receive +1 on the Building Damage Table.



STRATAGEMS: DEPLOYMENT

Advanced Reserves

- D3 of your units in Reserve may roll to come in from Reserve on the 1st turn instead of waiting until Turn 2 to roll.
- Each Reserve unit that attempts to come in on Turn 1 needs to roll a 4+ for their Reserve roll to come on.

Familiar Ground

- All of your Infantry Troop units have the Move Through Cover and Scout special rules.

Hidden Deployment

- Calculate how many Hidden Deployment Counters you need. You need at least 1 counter for every unit in your army, including units placed in reserve. Each unit including attached characters should be represented by a Counter for every 10 models (rounding up) it is the equivalent of for Transport purposes, thus a unit of 6 Terminators and Chaplain in Terminator Armor is the equivalent of 14 models. Rounding up it should be represented by 2 Counters. Vehicle Squadrons should be represented by a Hidden Deployment Counter for each vehicle.
- Notate on your army list which counters represent units going into Hidden Deployment and which units are going into Reserves. Any Hidden Deployment Counters not assigned to represent a unit are Dummy Counters.
- Deploy your Hidden Deployment Counters in your deployment zone as if they were units as per the rules of the scenario, grouping all of the Hidden Deployment Counters for a given squad within 3" of each other. Dummy Counters may be added to these groupings to obscure your numbers.
- Hidden units remain Hidden until they take some sort of action in the game (moving, shooting, using psychic powers, etc), or they are charged in hand to hand combat, at which point they are revealed and placed on the table in base to base contact with their Hidden Deployment Counters. Units revealed on the table must be in squad coherency. Other than Preliminary Bombardment, Hidden units may not be shot at until they are revealed.
- Units under Hidden Deployment can still be affected by Preliminary Bombardment. Run through the units on your army list that are not marked as in Reserve. Do not reveal any of your units unless it is hit by the Preliminary Bombardment and takes a casualty.
- If the enemy wishes to reveal a Hidden unit, they must nominate one of their own units at the start of any phase. That unit must roll a D6 and add its Initiative value (using the highest in the unit). If the score is equal to or greater than the distance to the marker, in inches, it must be revealed and deployed on the table if it is a unit, or removed from the table if it is a Dummy Counter.
- Units that are revealed must be deployed with at least one model touching each of its counters.
- Markers are revealed automatically if they lie with 3" of an enemy model at the start of any phase.

Tunnel Network

- Only Infantry units without a Transport Vehicle may use the Tunnel Network.
- Tunnel Network entrances are placed before sides are selected. D3+2 Tunnel Entrance Markers are placed anywhere on the table at ground level.
- Infantry placed in Reserve must declare if they are coming onto the table from the Tunnel Network during deployment.
- When Infantry in Reserve become available, they may move onto the table via a Tunnel Network Marker as if it were a table edge, so long as there are no enemy models within 1" of it. They may not launch an assault on the turn they arrive.
- Should only one player take advantage of this stratagem then only that player will be able to deploy via the Tunnel Network Markers. If both take it, then both may use any Tunnel Network Marker on the Table.
- If more reserve units come available than there are Tunnel Network Markers from which they can deploy, they are not deployed that turn. Roll for each unit again next turn.
- Only one unit may deploy from each Tunnel Network Marker per turn.

Interdiction Assault

- During the players first turn they may place a suitably modeled 3" blast marker anywhere on the table so that it is not touching an enemy unit, an area of impassable terrain, or an objective. This then scatters D6" (with a HIT indicating the breach is on target). If this scatters off the table or onto impassable terrain simply move it to as close to the table edge or impassable terrain as possible.
- This blast marker represents a breach in the ceiling or floor of a ship or tunnel or a gaping hole in the ground outdoors. It will stay on the table for the rest of the game.
- Up to one Infantry unit per turn arriving as Reserves may use the breach to enter play as normal.

STRATAGEMS: OBSTACLES

Obstacles can be placed anywhere on the table after the battlefield is set up but before deployment.

A player using Barricades, Razor Wire, or Tank Traps gets D3+3 sections of whichever type is chosen, and each Obstacle can be up to 6" long and no more than 1" wide. A player using Minefields gets D3+3 Minefield counters (25mm bases are ideal for this).

Barricades

- Barricades are allocated as Obstacles.
- Barricades provide a 4+ Cover Save.
- Barricades are difficult terrain.
- Barricades are difficult ground for all vehicles apart from skimmers and fliers, but are removed from play if passed through by a non-skimmer vehicle.
- Barricades otherwise follow the standard rules in the 6th Edition rule book.

Razor Wire

- Razor Wire is allocated as Obstacles.
- Razor wire is difficult terrain for all non-vehicle models. Razor Wire becomes dangerous terrain if a unit attempts to Run through it. Vehicles can drive over razor wire with no effect.

Tank Traps

- Tank traps are allocated as Obstacles.
- Tank traps are impassable to all vehicles except skimmers and fliers.
- They do not affect non-vehicle movement, but provide a 5+ Cover Save for non-vehicle models sheltering behind.

Minefield

- A minefield is represented by a Minefield marker or counter.
- All models in a unit within 3" of a Minefield marker are counted as being in Difficult and Dangerous Terrain.
- All models in a unit within 3" of a Minefield marker may choose to ignore the penalties of Difficult Terrain, instead moving as normal. If they do this they will fail their Dangerous Terrain roll on a 1 or 2.
- Any unit that suffers one or more casualties from a Minefield must immediately make a Pinning test.



Desert Scenario A: Blood Soaked Sands

(For Use with Like FOC Match-Ups: Attacker/Attacker, Defender/Defender, or Combatant/Combatant.)

The wide open killing fields of the desert landscape are the bane of infantry who rely on cover for protection from enemy fire. Dominating cover and demonstrating superior mobility are the keys to success in the open desert.

The Battlefield

The scenery is already in fixed positions. There should be 6-8 pieces of scenery on the board. Each piece of scenery also has a clear objective marker.

Deployment

Before Deploying their forces, players should first roll for their Warlord Traits (see page 111 6th Edition rule book). Then each player in turn should deploy in their deployment zone. The deployment zones in this mission are defined as anywhere in their own table half that is more than 15" away from the central line of the table dividing the table into two equal halves. Otherwise deployment is as described on page 121 of the 6th Edition rule book).

First Turn

The player who deployed his army first, goes first unless his opponent can Seize the Initiative. (see page 122 6th Edition rulebook)

Game Length

This mission uses Variable Game Length (page 122 of the 6th Edition rulebook).

Victory Conditions

Primary Objective: Control Cover

In the desert, every bit of sparse cover increases the survivability of your troops. An objective counter will be adjacent to every terrain feature on the board. Each of these objectives is worth 1 point. Whoever can claim the most objectives at the end of the game wins. All ground units count as scoring for this mission. Flyers, skimmers, and immobilized vehicles of all types cannot score. (Win 8 points/Tie 4 points/Lose 0 points)

Secondary Objective: Plant the Flag

Both forces are attempting to clear the enemy from this sector. This is achieved through occupying sheltering terrain. When an area of terrain is occupied, the unit doing so 'plant the flag' on that piece of terrain and may move off to do so elsewhere. The 'flag' remains until an enemy unit occupies the area of terrain, at which point it plants its own flag instead. The player with the most flags planted at the end of the game wins this objective. Flyers, skimmers, vehicles while moving Flat Out, and Bikes and Jet Bikes while Turbo Boosting cannot Plant the Flag. (Win 6 points/Tie 3 points/Lose 0 points)

Linebreaker (2 points)

Slay the Warlord (2 points)

First Blood (2 points)

Mission Special Rules

Night Fighting, Reserves.

Warzone Special Rules:

Dust

Whenever a Vehicle (excluding flyers), Cavalry, Chariot, Beast, Bike, or Jetpack unit moves across the desert it creates a cloud of dust. Mark the starting and ending point of the move each with a counter. The line between the two points represents a dust cloud. Any shots fired at a unit through this cloud of dust will receive a 6+ Cover Save. The dust cloud only lasts for one turn and then immediately dissipates. A moving unit does benefit from its own dust.

Desert Scenario B: The Desert Outpost

(For Use with Differing FOC Match-Ups: Attacker/Defender, Attacker/Combatant, or Defender/Combatant.)

Within the unforgiving featureless desert, any structure that can provide shelter is vital. Often a force will use it as a base of operations from which to stage further raids or recon missions. Any supplies will be pilfered and any respite from the desert will be welcomed. Of course, anything that is beneficial to the enemy must be stripped away from them.

The Battlefield

The areas of terrain in this mission are also the objectives. In addition to the existing terrain already placed on the table, the Defender must place their Desert Outpost at least 6" away from any other terrain on the table.

Deployment

Before Deploying their forces, players should first roll for their Warlord Traits (see page 111 6th Edition rule book). Then each player in turn should deploy in their deployment zone, with the Defender deploying first. The deployment zones in this mission are defined as anywhere in their own table half that is more than 12" away from the central line of the table dividing the table into two equal halves. Otherwise deployment is as described on page 121 of the 6th Edition rule book).

First Turn

The Attacking player goes first unless his opponent can Seize the Initiative. (see page 122 6th Edition rule book)

Game Length

This mission uses Variable Game Length (page 122 of the 6th Edition rulebook).

Victory Conditions

Primary Objective: Hold the Outpost

In this inhospitable land the Desert Outpost is a key objective that must be kept from the enemy. The Defender must do everything they can to hold it and protect it from the Attacker, and the Attacker must do everything they can to deny it to the Defender. Whichever player has a Troop/Elite Infantry unit (Attacker) or Troop/Elite/Heavy Infantry unit (Defender) holding the Outpost at the end of the game wins the Primary Objective. If the Outpost is Destroyed both players automatically lose the Primary Objective.
(Win 8 points/Tie 4 points/Lose 0 points)

Secondary Objective: Control Cover

In the desert, every bit of sparse cover increases the survivability of your troops. An objective counter will be adjacent to every terrain feature on the board. Each of these objectives is worth 1 point. Whoever can claim the most objectives at the end of the game wins. All ground units count as scoring for this objective. Flyers, skimmers, and immobilized vehicles of all types cannot score.
(Win 6 points/Tie 3 points/Lose 0 points)

Slay the Warlord (3 points)

First Blood (3 points)

Mission Special Rules

Night Fighting, Reserves, Desert Outpost.

Desert Outpost

The Desert Outpost is a building (AV 12, Small, Transport 10). It follows all of the rules for Buildings (page 92-95 of the 6th Edition rulebook).

Warzone Special Rules:

Dust

Whenever a Vehicle (excluding flyers), Cavalry, Chariot, Beast, Bike, or Jetpack unit moves across the desert it creates a cloud of dust. Mark the starting and ending point of the move each with a counter. The line between the two points represents a dust cloud. Any shots fired at a unit through this cloud of dust will receive a 6+ Cover Save. The dust cloud only lasts for one turn and then immediately dissipates. A moving unit does benefit from its own dust.

City Scenario A: Block By Block

(STANDARD SCENARIO For Use with Like FOC Match-Ups: Attacker/Attacker, Defender/Defender, or Combatant/Combatant.)

Urban combat is a bloody affair with countless places to hide. The only sure way to ensure you control the ground that you gain is to search each building block by block and purge any remaining resistance. Often times this also results in a variety of opportunistic behaviors on the part of the occupying force as they loot and pillage across the smoldering cityscape. This can lead to surprise encounters and violent fire fights along the way.

The Battlefield

The battlefield has 6+ buildings or ruins that are arranged roughly into streets. Every building in this scenario holds a Loot and Salvage objective.

Deployment

Before Deploying their forces, players should first roll for their Warlord Traits (see page 111 6th Edition rule book). Then each player in turn should deploy in their deployment zone. Divide the table into quarters. Each player must deploy within 9" of either edge of their quarter. Otherwise deployment is as described on page 121 of the 6th Edition rule book).

First Turn

The player who deployed first goes first unless his opponent can Seize the Initiative. (see page 122 6th Edition rule book)

Game Length

This mission uses Variable Game Length (page 122 of the 6th Edition rulebook).

Victory Conditions

Primary Objective: Loot and Salvage

Both forces are intent on collecting loot or salvaging whatever they can. This is represented by collecting Loot and Salvage Points. Each player collects one point at the end of their opponent's turn for each objective marker that has one of their units touching it, as long as the unit is neither falling back or engaged in close combat. Note that you collect your points in your opponent's turn, not your own. Only Troop/Elite Infantry may collect Loot and Salvage Points. Infantry in a Transport must be disembarked in order to Loot and Salvage. The player with the most Loot and Salvage Points wins. (Win 8 points/Tie 4 points/Lose 0 points)

Secondary Objective: Plant the Flag

Both forces are attempting to clear the enemy from this sector. This is achieved through occupying buildings and ruins. When a building or ruin is occupied, the unit doing so 'plant the flag' on that piece of terrain and may move off to do so elsewhere. The 'flag' remains until an enemy scoring unit occupies the area of terrain, at which point it plants its own flag instead. The player with the most flags planted at the end of the game wins this objective. Flyers, skimmers, vehicles while moving Flat Out, and Bikes and Jetbikes while Turboboosting cannot Plant the Flag. (Win 6 points/Tie 3 points/Lose 0 points)

Linebreaker (2 points)

Slay the Warlord (2 points)

First Blood (2 points)

Mission Special Rules

Night Fighting, Reserves

Buildings and Ruins

Please review the rules for Buildings and Ruins. (see pages 92 -101 of the 6th Edition rule book)

Warzone Special Rules:

City in Flames

Selected buildings and ruins will either be Burning or a Smoking Ruin. Buildings that are Burning are Dangerous Terrain. Units that remain in Burning terrain must make a Dangerous Terrain check after any of their own movement phases that they choose to stay stationary. Smoking Ruins add +1 to the cover saves of any unit in the terrain. In addition, both Burning and Smoking terrain blocks any line of sight that is drawn across and beyond them.

City Scenario B: Seat of Power

(For Use with Differing FOC Match-Ups: Attacker/Defender, Attacker/Combatant, or Defender/Combatant.)

The defenders have entrenched themselves within the city and hold dominion over a vital building. Perhaps it holds essential information, holy relics, valuable salvage, or vast stores of organic matter for consumption. It could provide a base of operations or present a vast field of vision that allows the defenders to dominate the surrounding landscape. Regardless of the myriad of possible reasons for finding this building so valuable, you are bound to defend it, and if it is worth defending, then it is certainly worth overtaking!

The Battlefield

The battlefield will have at least 6+ buildings or ruins arranged roughly into streets. Every building in this scenario is an objective, but one building will be selected by the Defender to be protected over all others.

Deployment

Before Deploying their forces, players should first roll for their Warlord Traits (see page 111 6th Edition rule book). Then each player in turn should deploy in their deployment zone, with the Defender deploying first. The deployment zones in this mission are defined as anywhere in their own table half that is more than 12" away from the central line of the table dividing the table into two equal halves. Otherwise deployment is as described on page 121 of the 6th Edition rule book).

First Turn

The Attacking player goes first unless his opponent can Seize the Initiative. (see page 122 6th Edition rule book)

Game Length

This mission uses Variable Game Length (page 122 of the 6th Edition rulebook).

Victory Conditions

Primary Objective: Seat of Power

The Seat of Power is a vital building of strategic importance that both players are struggling for control over. The player with a scoring unit occupying this building at the end of the game wins. Troop Infantry and Elite Infantry count as scoring for the Attacker in this mission. Troop Infantry and Heavy Support Infantry count as scoring for the Defender in this mission.
(Win 8 points/Tie 4 points/Lose 0 points)

Secondary Objective: Domination

Both forces are attempting to control the surrounding terrain and dominate this section of the city. This is achieved through occupying buildings and ruins. For every uncontested building or ruin occupied at the end of the game by an Infantry unit or Walker the player gains a Victory Point. The player with the most Victory Points wins. (Win 6 points/Tie 3 points/Lose 0 points)

Slay the Warlord (3 points)

First Blood (3 points)

Mission Special Rules

Night Fighting, Reserves

Warzone Special Rules

Buildings and Ruins

Please review the rules for Buildings and Ruins (see pages 92-101 of the 6th Edition rule book)

City in Flames

Selected buildings and ruins will either be Burning or a Smoking Ruin. Buildings that are Burning are Dangerous Terrain. Units that remain in Burning terrain must make a Dangerous Terrain check after any of their own movement phases that they choose to stay stationary. Smoking Ruins add +1 to the cover saves of any unit in the terrain. In addition, both Burning and Smoking terrain blocks any line of sight that is drawn across and beyond them.

Zone Mortalis Scenario A: Glory in Death

(STANDARD SCENARIO For Use with Like FOC Match-Ups: Attacker/Attacker, Defender/Defender, or Combatant/Combatant.)

A small band of invaders have taken hold, but there is no escape for either side other than the great oblivion. Who will be remembered for their heroic action and who will be forgotten? The enemy must be driven back at all costs, and though survival is unlikely the only choices are to fight on or face certain death.

The Battlefield

The battlefield is a Zone Mortalis environment with a series of rooms and passages. Every room will have at least 2 exits.

Deployment

Before Deploying their forces, players should first roll for their Warlord Traits (see page 111 6th Edition rulebook). The players roll off, the winner choosing which table edge is to be their deployment zone and deploys within 6" of the edge. Then their opponent deploys within 6" of the opposite table edge. Otherwise deployment is as described on page 121 of the 6th Edition rule book.

First Turn

The player who deployed first goes first unless his opponent can Seize the Initiative. (see page 122 6th Edition rule book)

Game Length

This mission uses Variable Game Length (page 122 of the 6th Edition rulebook).

Victory Conditions

Primary Objective: Search and Destrpy

This mission represents the vicious struggle to control the Zone Mortalis through brute savagery and attrition, destroying the enemy forces in detail. Kill Points are used to determine the victor, with one Kill Point scored for each enemy unit, independent character or walker destroyed. At the end of the battle, the side with the highest Kill Point total is the winner. (Win 8 points/Tie 4 points/Lose 0 points)

Secondary Objective: Domination

Both forces are attempting to control the surrounding terrain and dominate this section of the Zone Mortalis. This is achieved through occupying rooms. For every uncontested room occupied at the end of the game by an Infantry unit or Walker the player gains a Victory Point. The player with the most Victory Points wins. (Win 6 points/Tie 3 points/Lose 0 points)

Linebreaker (2 points)

Slay the Warlord (2 points)

First Blood (2 points)

Mission Special Rules

Reserves

Warzone Special Rules:

Zone Mortalis

This is a Zone Mortalis environment and the following Special Rules are in play.

Deadly Ground, No Barrage Weapons, Terrain Effects by Unit Types, Objectives in Zone Mortalis Games, Reserves and Deep Striking, Firestorm & Shrapnel, Nowhere to Hide, Blind Panic, Reaction Fire. (pages 3-5 of the Zone Mortalis PDF)

Zone Mortalis Scenario B: Repel

(For Use with Differing FOC Match-Ups: Attacker/Defender, Attacker/Combatant, or Defender/Combatant.)

Boarders have breached the hull. A successful defense could stop the invaders dead in their tracks, but failure will allow them a foothold that could cause the complete loss of control of the ship.

The Battlefield

The battlefield is a Zone Mortalis environment with a series of rooms and passages. Every room will have at least 2 exits.

Deployment

Before Deploying their forces, players should first roll for their Warlord Traits (see page 111 6th Edition rulebook). The players roll off, the winner choosing which table quarter is to be their deployment zone and deploys at least 6" away from the center of the board. Then their opponent deploys in the opposite quarter at least 6" from the center of the table. Otherwise deployment is as described on page 121 of the 6th Edition rule book.

First Turn

The Attacking player goes first unless his opponent can Seize the Initiative. (see page 122 6th Edition rule book)

Game Length

This mission uses Variable Game Length (page 122 of the 6th Edition rulebook).

Victory Conditions

Primary Objective: Force the Breach

This represents the Defenders trying to maintain hold of a vital area of the Zone Mortalis, whilst the Attacker must wrest it from them. The Defender places three objectives: one in their own deployment zone and one in each of the zones in which neither player has deployed. These objectives may not be placed within impassable terrain, or less than 6" away from the table edge or the centre of the table. These defences are worth 2 Victory points each. If the Attacker has more Victory points than the Defender at the end of the game, they are the winner. If any other result is the case, the Defender is the winner. (Win 8 points/Tie 4 points/Lose 0 points)

Secondary Objective: Slay the Warlord

Maintaining morale during any combat situation is important, but knowing that you either succeed in your mission or face certain death in the cold limitless void adds an additional level of stress on the troops involved. With spirits on both sides teetering between cool confidence and blind panic, killing the enemy Warlord can assure victory. (Win 6 points/Tie 3 points/Lose 0 points)

Linebreaker (3 points)

First Blood (3 points)

Mission Special Rules

Reserves

Warzone Special Rules:

Zone Mortalis

This is a Zone Mortalis environment and the following Special Rules are in play:

Deadly Ground, No Barrage Weapons, Terrain Effects by Unit Types, Objectives in Zone Mortalis Games, Reserves and Deep Striking, Firestorm & Shrapnel, Nowhere to Hide, Blind Panic, Reaction Fire.(pages 3-5 of the Zone Mortalis PDF).

Trench Scenario A: War of Attrition

(For Use with Like FOC Match-Ups: Attacker/Attacker, Defender/Defender, or Combatant/Combatant.)

Trench warfare with its reinforced defenses on both sides and the wide open killing field between is often a constant game of assaults and bombardments with both sides attempting to slowly grind down their enemies enough that they no longer have the bodies necessary to defend their position. The War of Attrition is about breaking the opposing line.

The Battlefield

The scenery is already in fixed positions. There should be a trench line in opposing corners approximately 12" away from the central diagonal line. The battlefield should be largely barren with scattered craters, obstacles, and debris.

Deployment

Before Deploying their forces, players should first roll for their Warlord Traits (see page 111 6th Edition rule book). Then each player in turn should deploy in their deployment zone. The deployment zones in this mission are defined as anywhere in their own table half that is more than 12" away from the central diagonal line of the table dividing the table into two equal triangular halves. Otherwise deployment is as described on page 121 of the 6th Edition rule book).

First Turn

The player who deployed his army first, goes first unless his opponent can Seize the Initiative. (see page 122 6th Edition rulebook)

Game Length

This mission uses Variable Game Length (page 122 of the 6th Edition rulebook).

Victory Conditions

Primary Objective: Breaking Point

Every army has a breaking point where all hope seems lost, and as much as you might like to fight to the man, it makes more sense to retreat to lick your wounds and fight again another day. Before the game begins total up all of the models in your army and divide this number by 4 (rounding down). If your total remaining models at the end of the game (fleeing and immobilized models count as dead) are reduced below this number, your opponent has brought you to the Breaking Point and you have lost the Primary Objective. (Win 8 points/Tie 4 points/Lose 0 points)

Secondary Objective: Annihilation

Both forces are attempting to kill as many of the enemy as possible in order to cripple their defenses or blunt their attack. At the end of the game each player receives 1 Victory Point for every enemy unit completely destroyed. Units that are falling back at the end of the game, and units that are not on the board at the end of the game, count as being destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed. (Win 6 points/Tie 3 points/Lose 0 points)

Linebreaker (2 points)

Slay the Warlord (2 points)

First Blood (2 points)

Mission Special Rules

Night Fighting, Reserves.

Warzone Special Rules:

Constant Punishing Bombardment

Both forces have distant artillery in place raining death upon the enemy lines. At the start of every player turn you may attempt to drop a shell into your opponent's lines. Roll a D6. On a 1-2 your artillery are experiencing a problem and no shell is fired. On a 3-6 your shell launches. Pick any point on the table and Scatter the template 2D6 inches. The shell is S8, AP 3, (large blast, ordnance). The blast will leave a plume of smoke in its wake. Place a plume of smoke on the table where the blast lands. The plume will confer a 5+ save to any models fired at through the smoke. The smoke will linger on the table. At the start of every turn roll a D6 and on a 1-3 it will stay on the table. On a 4-6 it will dissipate and should be removed.

Trench Scenario B: Storm the Trenches

(For Use with Differing FOC Match-Ups: Attacker/Defender, Attacker/Combatant, or Defender/Combatant.)

A force dug into a trench is an immovable object. When an entrenched force cannot be bombarded into retreat or starved into submission, the only remaining option is to charge forward and dive straight into their lines, praying to kill them to a man or force their retreat. Storming a trench is a bloody affair and many will die to gain a few hundred yards, but every gain made could be the one that breaks the spirit or the line of the enemy.

The Battlefield

The scenery is already in fixed positions. There should be a trench line in opposing corners approximately 12" away from the central diagonal line. The battlefield should be largely barren with scattered craters, obstacles, and debris. The defender should place 3 objective markers in his trench line, one at either end of the trench line and one in the center, approximately 9" from either of the end objectives.

Deployment

Before Deploying their forces, players should first roll for their Warlord Traits (see page 111 6th Edition rule book). Then each player in turn should deploy in their deployment zone. The deployment zones in this mission are defined as anywhere in their own table half that is more than 12" away from the central diagonal line of the table dividing the table into two equal triangular halves. Otherwise deployment is as described on page 121 of the 6th Edition rule book).

First Turn

The Attacking player goes first unless his opponent can Seize the Initiative. (see page 122 6th Edition rulebook)

Game Length

This mission uses Variable Game Length (page 122 of the 6th Edition rulebook).

Victory Conditions

Primary Objective: Overrun

The Attacker is trying to overrun the Defender's trench and the Defender is struggling to maintain control of it. There are 3 objective markers in the Defender's deployment zone. Each one is worth 1 Victory Point. The Attacker can only score with a Troop/Elite Infantry unit in base contact with the objective. The Defender can only score with any Infantry unit in base contact with the objective. The winner is the player who controls the most objectives at the end of the game.
(Win 8 points/Tie 4 points/Lose 0 points)

Secondary Objective: Annihilation

Both forces are attempting to kill as many of the enemy as possible in order to cripple their defenses or blunt their attack. At the end of the game each player receives 1 Victory Point for every enemy unit completely destroyed. Units that are falling back at the end of the game, and units that are not on the board at the end of the game, count as being destroyed for the purposes of this mission. Remember that Independent Characters and Dedicated Transports are individual units and award Victory Points if they are destroyed.
(Win 6 points/Tie 3 points/Lose 0 points)

Slay the Warlord (3 points)

First Blood (3 points)

Mission Special Rules

Night Fighting, Reserves.

Warzone Special Rules:

Constant Punishing Bombardment

Both forces have distant artillery in place raining death upon the enemy lines. At the start of every player turn you may attempt to drop a shell into your opponent's lines. Roll a D6. On a 1-2 your artillery are experiencing a problem and no shell is fired. On a 3-6 your shell launches. Pick any point on the table and Scatter the template 2D6 inches. The shell is S8, AP 3, (large blast, ordnance). The blast will leave a plume of smoke in its wake. Place a plume of smoke on the table where the blast lands. The plume will confer a 5+ save to any models fired at through the smoke. The smoke will linger on the table. At the start of every turn roll a D6 and on a 1-3 it will stay on the table. On a 4-6 it will dissipate and should be removed.