

WARHAMMER

40,000

CHAPTER APPROVED



MISSION PACK

GRAND TOURNAMENT 2021

INTRODUCTION

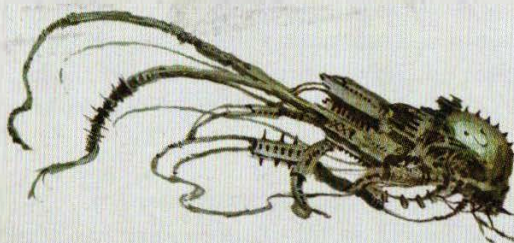
Welcome to the Grand Tournament 2021 mission pack! On the following pages you will find all of the rules required to lead your carefully selected Warhammer 40,000 army into finely balanced tabletop conflict against cunning and determined opponents.

The content of this pack is intended to be perfect for use in official gaming tournaments and competitive matched play environments, and for those Warhammer 40,000 hobbyists who prefer a carefully levelled strategic playing field. Each mission is designed to ensure that neither player can claim an advantage at battle's commencement, victory instead being contingent upon clever army selection, expert tactical play and a healthy dose of good luck!

This pack contains a range of missions tailored to different battle sizes, from Incursions to full-blown Strike Force engagements. Moreover, within each of these missions you will find additional rules for picking secondary objectives that your army must pursue. These

provide every player with the chance to fine-tune each mission to their own strategic strengths, and to optimise their ability to score more victory points than their foes.

Read on to absorb the full content of this mission pack, and to unlock the countless hours of exciting and close-run gaming it will provide.



CONTENTS

This mission pack includes the following sections:

Page 3 – Battle Ready

Some victory points in Grand Tournament 2021 battles are awarded for simply having a fully painted army. On this page you will find out more about painting your army to a Battle Ready standard and scoring these points.

Page 4 – Grand Tournament 2021 Games

This section contains a step by step sequence on how to play a Grand Tournament 2021 battle, from determining your battle size and selecting a mission, to deploying your troops and establishing the victor. This section also describes what restrictions and requirements an army must meet if it is to be used to play a battle described in this mission pack.

Page 8 – Secondary Objectives

In Grand Tournament 2021 missions, players can select their own secondary objectives to achieve during the battle. A list of the secondary objectives that players can select can be found in this section.

Page 11 – Tournament Scoring Sheet

When playing a Grand Tournament 2021 battle you will need to keep track of how many victory points you have scored, in order to determine who the victor of the battle is. On this page you will find an annotated example of how to use a scoring sheet to track your success in battle.

Page 12 – Incursion Missions

This mission pack includes missions for two different battle sizes. The first set of missions are Incursion missions (these missions use a points limit of 1,000 points), and can be found in this section.

Page 34 – Strike Force Missions

The second battle size covered in this mission pack are Strike Force missions (these missions use a points limit of 2,000 points), and can be found in this section.

Page 55 – Warhammer 40,000 Basic Rules

In this section you will find the basic rules for Warhammer 40,000 battles, reprinted here for quick and easy reference should you need them during your battle. This section dispenses of the need to have a separate copy of the Warhammer 40,000 Core Book at your gaming table.

Page 75 – Actions

Many of the secondary missions described in this mission pack require units to perform actions. The rules for doing so have been reprinted in this section from the Warhammer 40,000 Core Book for your convenience.

Page 76 – Stratagems

To play a Grand Tournament 2021 mission you must have a Battle-forged army, meaning you will have Command points to spend on Stratagems. This section contains all of the Core Stratagems from the Warhammer 40,000 Core Book, for easy reference during your battles.

Page 78 – Strategic Reserves

The Strategic Reserves rules – described in the Warhammer 40,000 Core Book – are used in every mission included in this mission pack. These rules are reprinted in this section for your convenience.

Page 80 – Terrain Features

All of the Grand Tournament 2021 missions use the battlefield terrain rules described in the Warhammer 40,000 Core Book; these have been reprinted in this section for your convenience.

Page 86 – Objective Markers

All of the missions in this mission pack use objective markers. Here you will find rules on their use, as well as the Objective Secured ability.

Page 87 – Rare Rules

If you come across a rules interaction you are not sure how to resolve, refer to this section to see if it is covered. If it is, use the rules there to resolve the situation. If not, use the Most Important Rule (pg 56) to resolve the situation and get back to the action as soon as possible.

Page 93 – Rules Terms Glossary

This section collects useful terms and definitions that you will encounter when reading Warhammer 40,000 rules.

BATTLE READY

Playing games of Warhammer is a shared experience that we all want to look and feel great. To reflect this, Grand Tournaments reward you for having a fully painted 'Battle Ready' army. Here we explain what that means, and where to find achievable online tutorials and painting guides to get your army ready for action!

When you play a Grand Tournament game, there are 10 victory points available if every model in your army is painted to a Battle Ready standard. Battle Ready means your models are fully painted with a detailed or textured base.

This is considered to be the minimum standard of miniature painting for a Grand Tournament mission, as well as a guaranteed method of scoring some victory points before the dice even start rolling.'

The Citadel Colour range includes all the paints and hobby supplies you'll need to paint your miniatures quickly and efficiently. In fact, Contrast paints were created especially to help you get your armies Battle Ready in no time – just one coat of Contrast paint lays down both a base colour and a bit of shade – while Technical paints give you a textured base with one application. It's never been easier to get your army ready for a tournament.

Below you'll find some examples of models painted to a Battle Ready standard, and you can find many more – along with full painting tutorials – on the Citadel Colour website.



CitadelColour.com is the ultimate resource for painting Warhammer models. Browse an entire website dedicated to helping you paint your miniatures. You'll find step-by-step video guides to getting your force Battle Ready fast, plus thematic suggestions, top tips and even advanced techniques for when you want to take your painting to the next level!

Visit CitadelColour.com

CONTRAST METHOD



CLASSIC METHOD



GRAND TOURNAMENT 2021 GAMES

A Grand Tournament 2021 game is waged by following the sequence below:

1. SELECT BATTLE SIZE

The players must first select the battle size they wish to play: Incursion or Strike Force. The table below gives a rough guide of how long each should take.

BATTLES	
BATTLE SIZE	BATTLE DURATION
Incursion	Up to 2 hours
Strike Force	Up to 3 hours

2. MUSTER ARMIES

Each player must then select a Battle-forged army. The points limit of each player's army, and the number of Command points each player starts with when they begin mustering their army, are shown in the table below:

ARMY		
BATTLE SIZE	POINTS LIMIT	COMMAND POINTS
Incursion	1000	6
Strike Force	2000	12

Details of how to Battle-forge an army, use a points limit, select a **WARLORD** and what information your army roster must contain can be found in the Warhammer 40,000 Core Book.

You cannot include Understrength units in your army, and your army cannot include any Specialist Detachments. All of the units in each Detachment in your army must have at least one Faction keyword in common, and this keyword cannot be **CHAOS**, **IMPERIUM**, **AELDARI**, **YNNARI** or **TYRANIDS**, unless the Detachment in question is a Fortification Network (this has no effect on your Army Faction).

If your army includes one or more Super-heavy Auxiliary Detachments, you can change the Command Benefits of one of them to: '+2 Command points if the unit in this Detachment is not your **WARLORD**, but it is from the same Faction as your **WARLORD**'s Detachment, and that Faction is not **CHAOS**, **IMPERIUM**, **AELDARI**, **YNNARI** or **TYRANIDS**'.

If either player has access to any Stratagems that are used before the battle to upgrade units, these must be used now and the details of the upgrades noted on the player's army roster.

With the exception of units with the Troops or Dedicated Transport Battlefield Roles, or units that are added to your army during the battle that cost Reinforcement points, each player can only include the same datasheet in their army two times (if you are playing an Incursion battle) or three times (if you are playing a Strike Force battle). For the purposes of this restriction, the Daemon Prince, Daemon Prince of Chaos, Death Guard Daemon Prince and Thousand Sons Daemon Prince datasheets are all considered to be the same datasheet. In addition, if by deleting the word 'Cult' or 'Brood Brothers' from a datasheet's title in *Codex: Genestealer Cults* it would match the title of a datasheet from *Codex: Astra Militarum*, then for the purposes of this restriction, those datasheets are considered to be the same.

Each player must then provide a copy of their army roster for their opponent to read through.

3. DETERMINE MISSION

The players determine which mission will be used for the battle; they can choose from the missions for their chosen battle size. This will determine the deployment map that the players use, as well as the specific mission briefing. You can either simply agree which you will use with your opponent, or you can roll a D33 to randomly select a mission using one of the tables opposite. To roll a D33, roll two D3s one after the other; the first dice result determines your 'tens' and the second your 'units'. For example, if you rolled two D3s and the first result was a 2 and the second was a 1, then the D33 result is a 21.

INCURSION MISSIONS

D33 MISSION

- 11 **Crossfire** (pg 14)
- 12 **Resupply** (pg 16)
- 13 **Raid** (pg 18)
- 21 **CentreGround** (pg 20)
- 22 **Ascension** (pg 22)
- 23 **Forward Push** (pg 24)
- 31 **Rise of the Machine Spirit** (pg 26)
- 32 **Show of Force** (pg 28)
- 33 **Reconnaissance Mission** (pg 30)

STRIKE FORCE MISSIONS

D33 MISSION

- 11 **Retrieval Mission** (pg 36)
- 12 **Scorched Earth** (pg 38)
- 13 **Vital Intelligence** (pg 40)
- 21 **Surround and Destroy** (pg 42)
- 22 **Battle Lines** (pg 44)
- 23 **The Scouring** (pg 46)
- 31 **Overrun** (pg 48)
- 32 **Sweep and Clear** (pg 50)
- 33 **Priority Target** (pg 52)

4. READ MISSION BRIEFING

Each mission has a mission briefing that will detail the primary objectives that award victory points to the players. Some missions may also include one or more secondary objectives that players can choose to select during the Select Secondary Objectives step. Some mission briefings also list one or more mission rules that will apply for the duration of the battle. The players should read and familiarise themselves with these before proceeding.

5. PLACE OBJECTIVE MARKERS

The players now set objective markers up on the battlefield. Each mission's deployment map will show the players how many to set up, and where each should be placed.

6. CREATE THE BATTLEFIELD

The players now create the battlefield and set up terrain features. Missions are played on rectangular battlefields. The size of your battlefield depends on the battle size you have

selected, as shown in the table below (the table shows the minimum size of battlefields):

BATTLEFIELDS

BATTLE SIZE	BATTLEFIELD SIZE (Minimum)
Incursion	44" x 30"
Strike Force	44" x 60"

Unless noted otherwise, when setting up terrain features, use the guidelines detailed in the Warhammer 40,000 Core Book. Terrain features cannot be set up on top of objective markers. Players must use the battlefield terrain rules for terrain features, as described on pages 80-85.

7. SELECT SECONDARY OBJECTIVES

Each player then secretly selects three secondary objectives for the battle and writes them down. Each can award victory points to the player who chose them. The secondary objectives that players can choose from can be found on pages 8-10, though each mission will include a secondary objective that the players can also choose from, as will many Codexes and Codex Supplements. Once both players have selected their secondary objectives, they reveal their selections to their opponent.

B. DETERMINE ATTACKER AND DEFENDER

The players roll off and the winner decides who will be the Attacker and who will be the Defender.

9. CHOOSE DEPLOYMENT ZONE

The Defender now selects one of the deployment zones for their army. Their opponent uses the other deployment zone.

10. DECLARE RESERVES AND TRANSPORTS

These missions use the Strategic Reserves rules (pg 78-79).

Both players now 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), and which of their units will start the battle embarked within **TRANSPORT** models (they must declare what units are embarked on what model). When both players have done so, they declare their selections to their opponent.

No more than half the total number of units in your army can be Strategic Reserve and/or Reinforcement units, and the combined points value of all your Strategic Reserve and Reinforcement units (including those embarked within **TRANSPORT** models that are Strategic Reserve and/or Reinforcement units) must be less than half of your army's total points value, even if every unit in your army has an ability that would allow them to be set up elsewhere.

In Grand Tournament 2021 missions, Strategic Reserve and Reinforcement units can never arrive on the battlefield in the first battle round. Any Strategic Reserve or Reinforcement unit that has not arrived on the battlefield by the end of the third battle round counts as having been destroyed, as do any units embarked within them (this does not apply to units that are placed into Strategic Reserves after the first battle round has started).

11. DEPLOY ARMIES

The players alternate setting up their remaining units one at a time, starting with the Defender. A player's models must be set up wholly within their deployment zone. If one player finishes deploying all their units, their opponent then deploys the remainder of their units.

If a model from your army is so large that it cannot physically be set up wholly within your deployment zone (i.e. the smallest dimension of that model is greater than the depth of your deployment zone), it must be set up so that it is touching your battlefield edge. In the first battle round, that model's unit cannot do any of the following: make a Normal Move, Advance, Fall Back, attempt to manifest or deny psychic powers, make any attacks with ranged weapons, declare a charge, perform a Heroic Intervention, perform any actions or psychic actions. Models in such units count as having moved a distance in inches equal to their Move (M) characteristic in their first Movement phase. If the unit has a minimum Move characteristic, it counts as having moved its maximum Move characteristic.

If both players have units with abilities that allow them to be set up 'after both armies have deployed', the players must roll off after all other units have been set up and alternate setting up these units, starting with the winner.

12. DETERMINE FIRST TURN

The players roll off. The winner takes the first turn.

13. 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 in a location other than the battlefield), starting with the player who will take the first turn.

14. BEGIN THE BATTLE

The first battle round begins. Players continue to resolve battle rounds until the battle ends.

Ending the Battle Early or Conceding

Ideally, a battle should always be played until the end. On occasion, though, one or both players may not be able, or may not wish, to complete the battle.

If you and your opponent both agree to end the battle early, then you can end the battle at a mutually agreed point (we suggest at the end of a battle round). You and your opponent can then calculate your final victory points totals, taking into account any objectives achieved, to determine the victor.

If only one player wants to end the battle early then that player must concede and remove all their models from the battlefield. A player who concedes scores 0 victory points for that battle and their opponent is automatically the victor (even if they scored 0 victory points during the battle). The other player may continue to play out their turns until the battle ends if they wish, perhaps to accrue a few more victory points, or they can choose to end the battle now.

15. ENDING THE BATTLE

The battle ends after five battle rounds have been completed. If one player has no models remaining in their army at the start of their turn, the other player may continue to play out their turns until the battle ends.

16. DETERMINE VICTOR

At the end of the battle, the player with the most victory points is the winner. If players are tied, the battle is a draw.

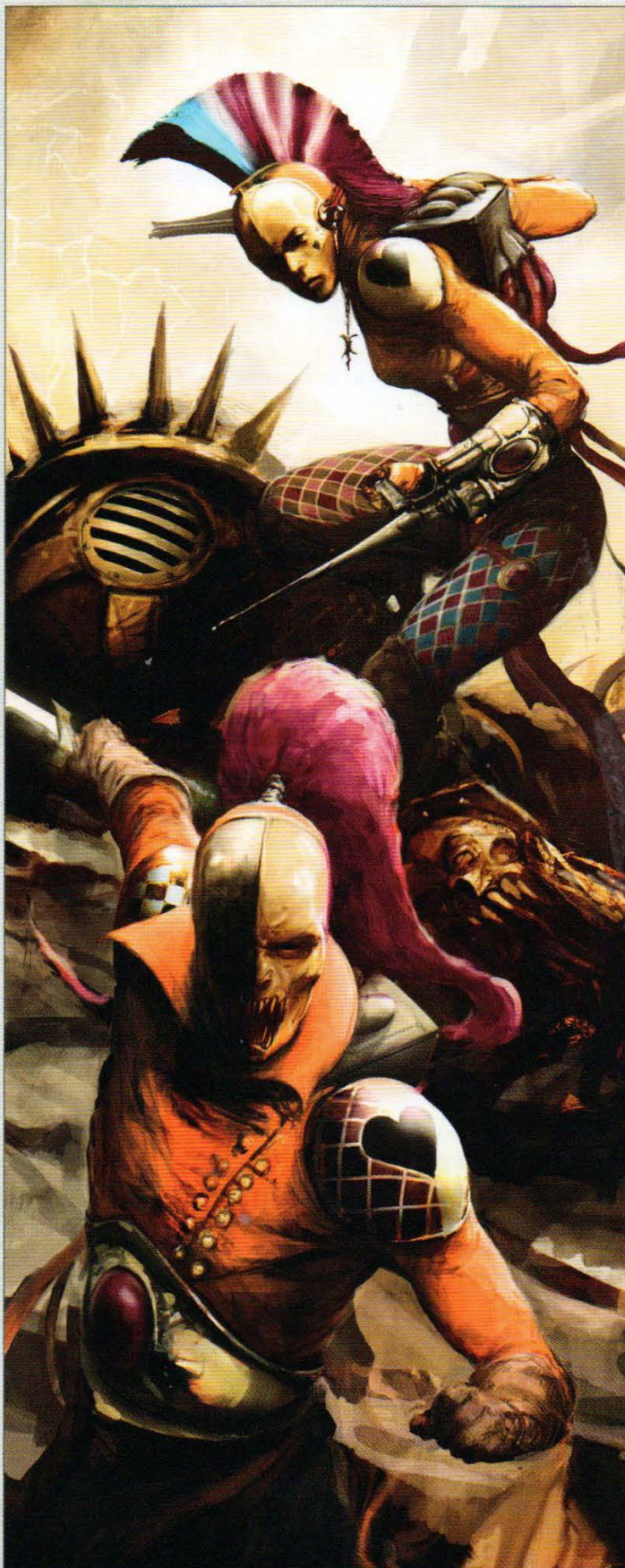
Each player can score a maximum of 45 victory points from primary objectives and a maximum of 45 victory points from secondary objectives (from a maximum of 15 victory points from each of the 3 secondary objectives you have selected), for a total of 90 possible victory points from mission objectives (any excess victory points awarded are discounted). If every model in a player's army was painted to a Battle Ready standard, that player is awarded a bonus 10 victory points. This gives the player a maximum total score out of 100 victory points.

MISSION OBJECTIVES

During the battle, players can earn victory points by achieving mission objectives. There are two types of mission objectives: primary and secondary.

Primary mission objectives are described in the mission's mission briefing.

Secondary mission objectives are chosen by each player after the mission has been determined and the armies have been revealed. In each case, mission objectives can either be 'End Game' or 'Progressive'. End Game mission objectives are scored at the end of the battle. Progressive mission objectives are scored during the battle (exactly when is detailed on the objective itself), and can be achieved, and hence award victory points, several times.



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 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 than 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 spy 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.

TOURNAMENT SCORING SHEET

The winner of a Grand Tournament mission is the player who has scored the most victory points, which can be scored in a number of different ways. In order to keep track of how many victory points you have scored (as well as how and when they were scored) it is useful to fill in a scoring sheet during your game.

WARHAMMER
COMMUNITY

TOURNAMENT SCORING SHEET

1 Battle Size: Incursion*
Sensible Forces*
*Delete as required

Mission:

2 Attacker's Name

Battle Round	Victory Points Scored (Attacker)	Secondary Objective 1	Secondary Objective 2	Secondary Objective 3
1	Primary Objective: Take and Hold* Domination* *Delete as required	Fill out at start	Fill out at start	Fill out at start
2				
3				
4				
5				
6				
7				
8				
9				
10				
End Game				
Objective totals (Attacker)	/45	/15	/15	/15
Battle Ready Score (Attacker)	6 Army was Battle Ready = +10 victory points* Army was not Battle Ready = +0 victory points* *Delete as required			
Victory Points Total (Attacker)				/100

5

3

DEFENDER

Battle Round	Victory Points Scored (Defender)	Secondary Objective 1	Secondary Objective 2	Secondary Objective 3
1	Primary Objective: Take and Hold* Domination* *Delete as required	Fill out at start	Fill out at start	Fill out at start
2				
3				
4				
5				
6				
7				
8				
9				
10				
End Game				
Objective totals (Defender)	/45	/15	/15	/15
Battle Ready Score (Defender)	6 Army was Battle Ready = +10 victory points* Army was not Battle Ready = +0 victory points* *Delete as required			
Victory Points Total (Defender)				/100

7

8 Result: Attacker wins* Defender wins* Draw*
*Delete as required

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- At the top of the scoring sheet is space to write the battle size and the mission you are playing.
- There are two sections on the scoring sheet – one to keep track of the Attacker's victory points and one to keep track of the Defender's. After you have determined who the Attacker and Defender will be, write your names at the top of the appropriate section.
- You can make a note in both the Attacker's and Defender's section of all the objectives that are being used in your battle. In the case of your primary objectives (which will be the same for both players), simply delete whichever does not apply. In the case of secondary objectives, after both players have made their selections you should write them down in the appropriate box.
- As the battle progresses, keep track of the victory points each player scores in the relevant section. For progressive objectives, write down (or keep a tally) of how many points were scored during each battle round, and in the case of End Game objective, do the same at the end of the battle.
- At the bottom of each player's section there is space for you to add up the total victory points you have scored for primary objectives (a score out of 45), and the victory points you have scored for each secondary objective (each will be a score out of 15).
- If a player's army is painted to a Battle Ready standard, that player will score an additional 10 victory points. Make a note on the scoring sheet if a player's army was Battle Ready or not.
- Add up each player's victory points total from objectives to their Battle Ready score for a grand victory points score out of 100.
- You can make a note regarding whether the Attacker or the Defender won, or if the game was a draw, here.

You can find blank scoring sheets to download and print out to use in your games on the Warhammer Community website.

Visit warhammer-community.com



INCURSION MISSIONS

'It is a dark and brutal age in which we live. Such estimable beings as the diplomat, the peacemaker and the healer of worlds have no place amidst the stars. This is the hour of the warmonger and the despot, the tyrant and the destroyer. It is by the hands of such monsters that all of our dooms shall be wrought.'

- Adrax Agatone, Captain of the Salamanders 3rd Company



GRAND TOURNAMENT 2021 – INCURSION

CROSSFIRE

MISSION BRIEFING

Enemy forces are massing in the area, seeking to secure the battlefield. A direct assault against them may result in unacceptable casualties, but victory can be assured by outflanking the foe and catching them in a deadly crossfire.

MISSION RULES

Crossfire: When resolving attacks against target units that are within 9" of the centre of the battlefield, those attacks ignore the benefits of cover provided you can satisfy at least one of the following conditions:

- You control both objective markers labelled A and the attacking model's unit is in range of an objective marker labelled A.
- You control both objective markers labelled B and the attacking model's unit is in range of an objective marker labelled B.

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 Outflank (see below).

OUTFLANK

Progressive Objective

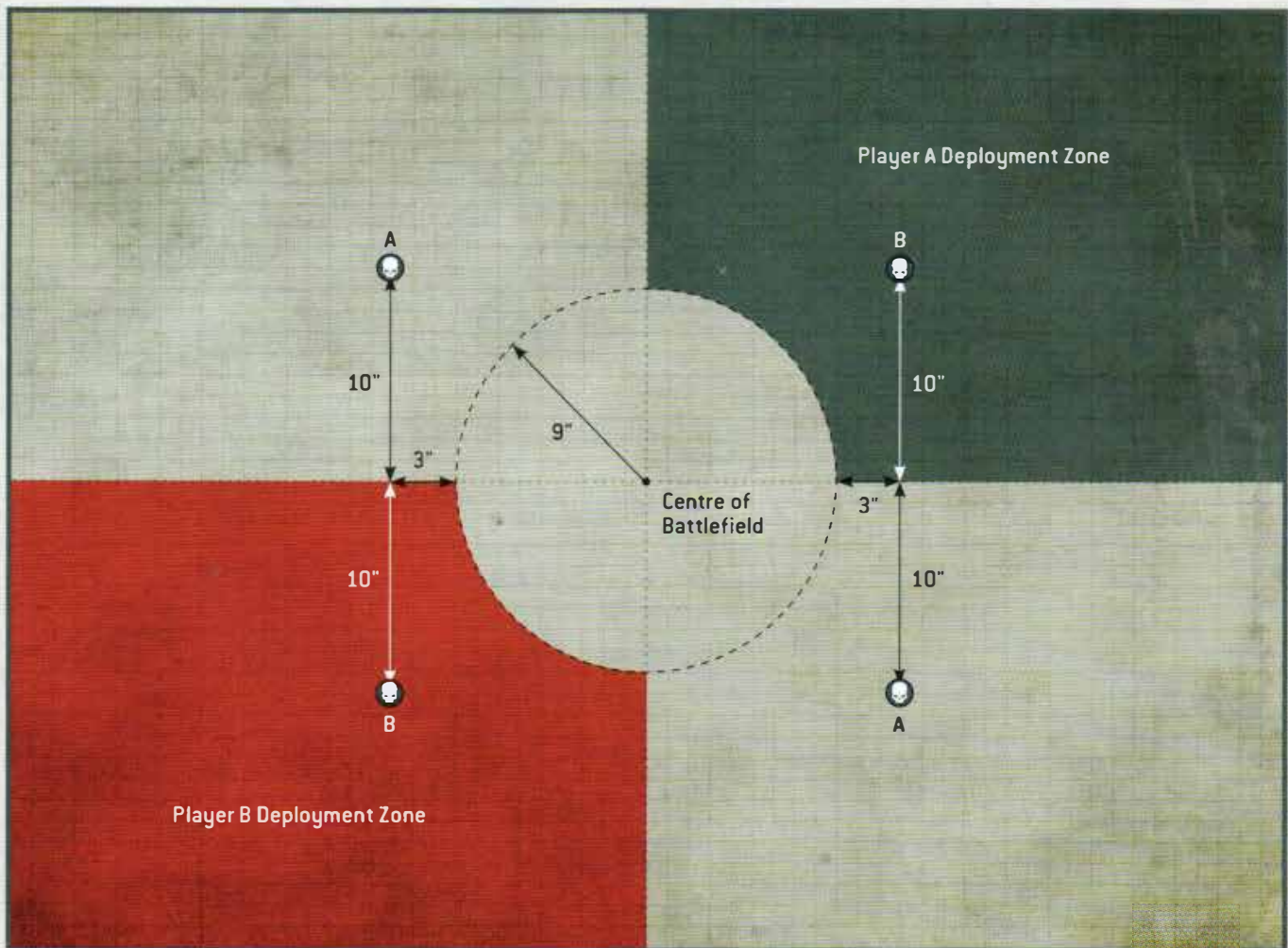
Force your foe into a deadly trap by launching an assault on both their flanks. Should the foe attempt to escape your enfilades, they will be cut apart in the resulting crossfire.

At the end of your Command phase, you score 3 victory points if you control both of the objective markers labelled A. Score 5 victory points instead if, at the end of your Command phase, you control both of the objective markers labelled A and there is at least one enemy unit within 9" of the centre of the battlefield. This secondary objective cannot be scored in the first battle round.

GRAND TOURNAMENT 2021 – INCURSION

CROSSFIRE

Player A Battlefield Edge



Player B Battlefield Edge

GRAND TOURNAMENT 2021 – INCURSION

RESUPPLY

MISSION BRIEFING

Braving the flak batteries of the foe, your best pilots are inbound with supplies to drop down to your beleaguered forces. You must race your enemy to the prize, driving them away from the drop coordinates and seizing the supplies as they land.

MISSION RULES

Drop Zone Repleted: After choosing deployment zones, the Defender randomly selects one objective marker that is not in either player's deployment zone to be the Gamma objective marker. They then randomly select one of the two remaining objective markers that are not in either player's deployment zone to be the Beta objective marker.

At the start of the fourth battle round, the Gamma objective marker is removed from the battlefield. At the start of the fifth battle round, the Beta objective marker is 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).

SECONDARY OBJECTIVES

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

SECURE LANDING SITES

Progressive Objective

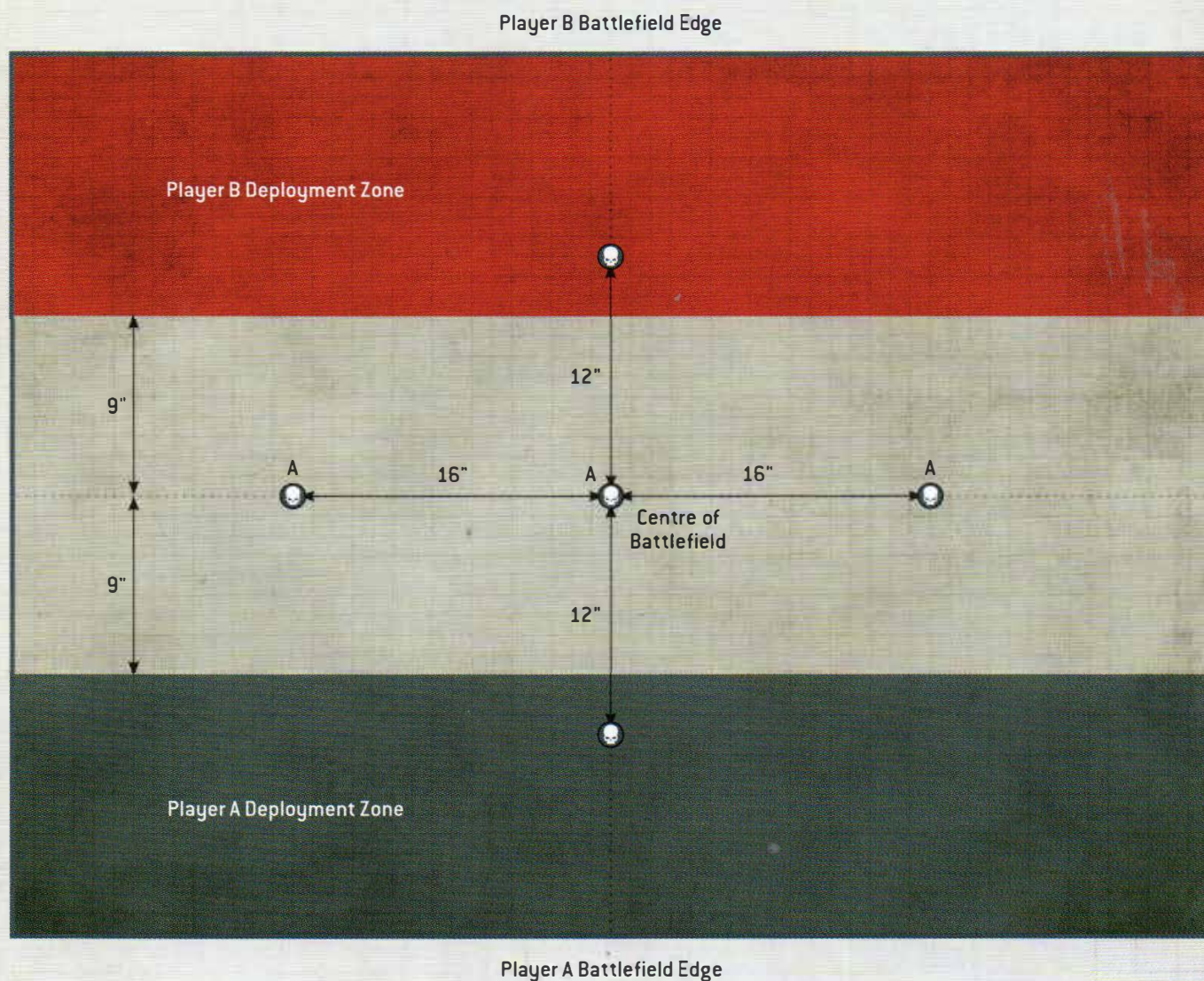
It is vital that the supplies are secured, lest they fall into enemy hands. To that end, take control of all the potential drop coordinates until the exact location of the incoming supplies can be confirmed.

Score a number of victory points at the end of your Command phase for each objective marker labelled A that you control, as shown in the table below (note that the victory points scored changes depending upon the battleround number):

BATTLE ROUND	VICTORY POINTS PER OBJECTIVE A CONTROLLED
2	2
3	2
4	3
5	6

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

GRAND TOURNAMENT 2021 – INCURSION

RESUPPLY

GRAND TOURNAMENT 2021 – INCURSION

RAID

MISSION BRIEFING

After a prolonged campaign of bloodshed that has resulted in a stalemate, both sides are running low on supplies. In order to break the deadlock you must launch a daring assault into enemy territory to raid the enemy's supply lines, whilst also recovering any other war materiel you discover in the vicinity.

MISSION RULES

Recover Supply Cache: In this mission, a player receives one additional Command point at the start of their Command phase if they control one or both of the objective markers in their opponent's deployment zone (this is in addition to the Battle-forged CP bonus).

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 Raid Supply Lines (see below).

RAID SUPPLY LINES

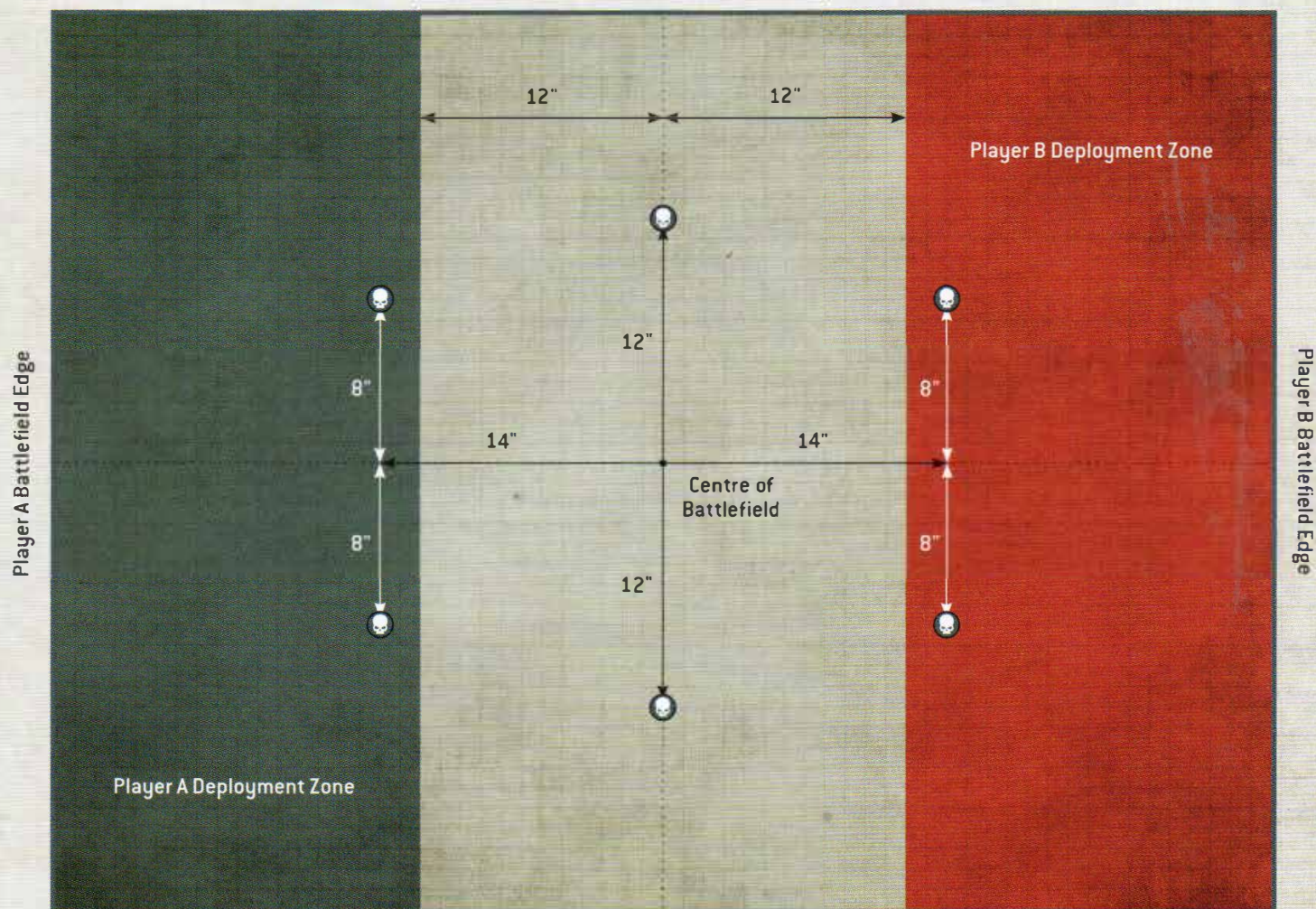
Progressive Objective

You must break through the foe's front lines and raid their supply lines, recovering any caches of ammunition, fuel and other war materiel you can find.

At the end of each of your Command phases, you score 3 victory points if you control one of the objective markers that is in your opponent's deployment zone, or 5 victory points if you control both of the objective markers that are in your opponent's deployment zone. This secondary objective cannot be scored in the first battle round.

GRAND TOURNAMENT 2021 – INCURSION

RAID



GRAND TOURNAMENT 2021 – INCURSION

CENTRE GROUND

MISSION BRIEFING

You must advance swiftly into contested territory to seize the battlefield whilst maintaining a strong rearguard to protect your supply lines. The battleground is won and lost one yard at a time, and a commander must simultaneously master offensive and defensive tactics if they are to prevail.

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 Centre Ground (see below).

CENTRE GROUND

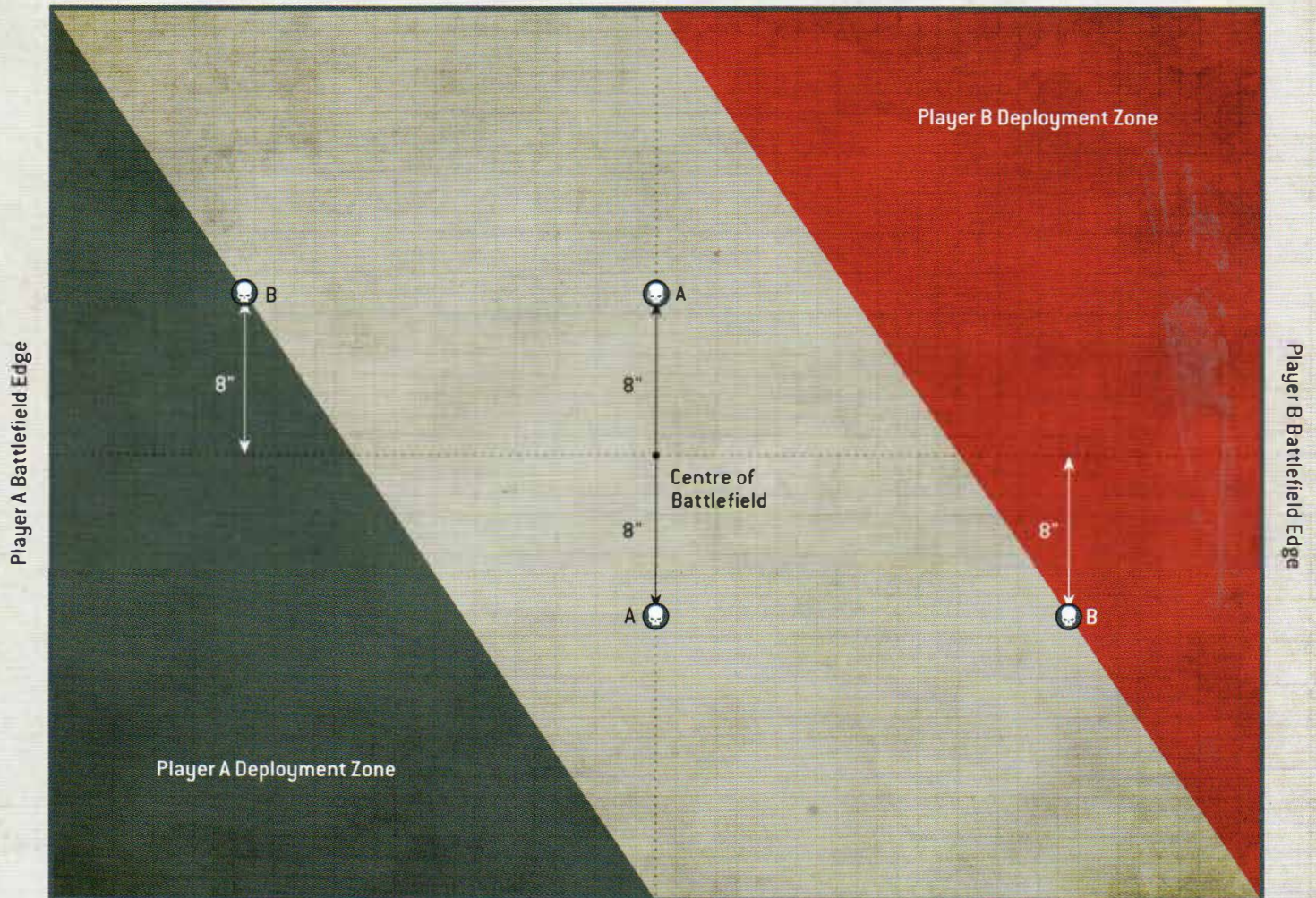
Progressive Objective

It is critical that you hold the centre ground if you are to take control of the battlefield. Deny this area to the foe and ensure no enemy vanguard of guerilla units can disrupt our plans by contesting this vital ground.

Each time a unit from your army successfully completes the following action, you score 3 victory points if you currently control one of the objective markers labelled A, or 5 victory points if you currently control both objective markers labelled A:

Centre Ground (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 labelled A and no enemy units (excluding AIRCRAFT) are within range of that objective marker. The 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.

GRAND TOURNAMENT 2021 – INCURSION

CENTRE GROUND

GRAND TOURNAMENT 2021 – INCURSION

ASCENSION

MISSION BRIEFING

This battlefield houses sites of great import. Honour and power will be bestowed upon a warlord mighty enough to claim it. The leaders of your army must seize this site, whilst ensuring it is denied to the enemy.

MISSION RULES

Champion's Honour: With the exception of your **WARLORD**, if a unit has a pre-game ability that enables it to be set up anywhere on the battlefield, that unit must still be set up wholly within your deployment zone. With the exception of your **WARLORD**, if a unit has a pre-game ability that enables it to make a move, it must end that move wholly within your deployment zone. In addition, your **WARLORD** has the Objective Secured ability (pg 86) whilst they are within range of the central objective marker.

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 Ascend (see below).

ASCEND

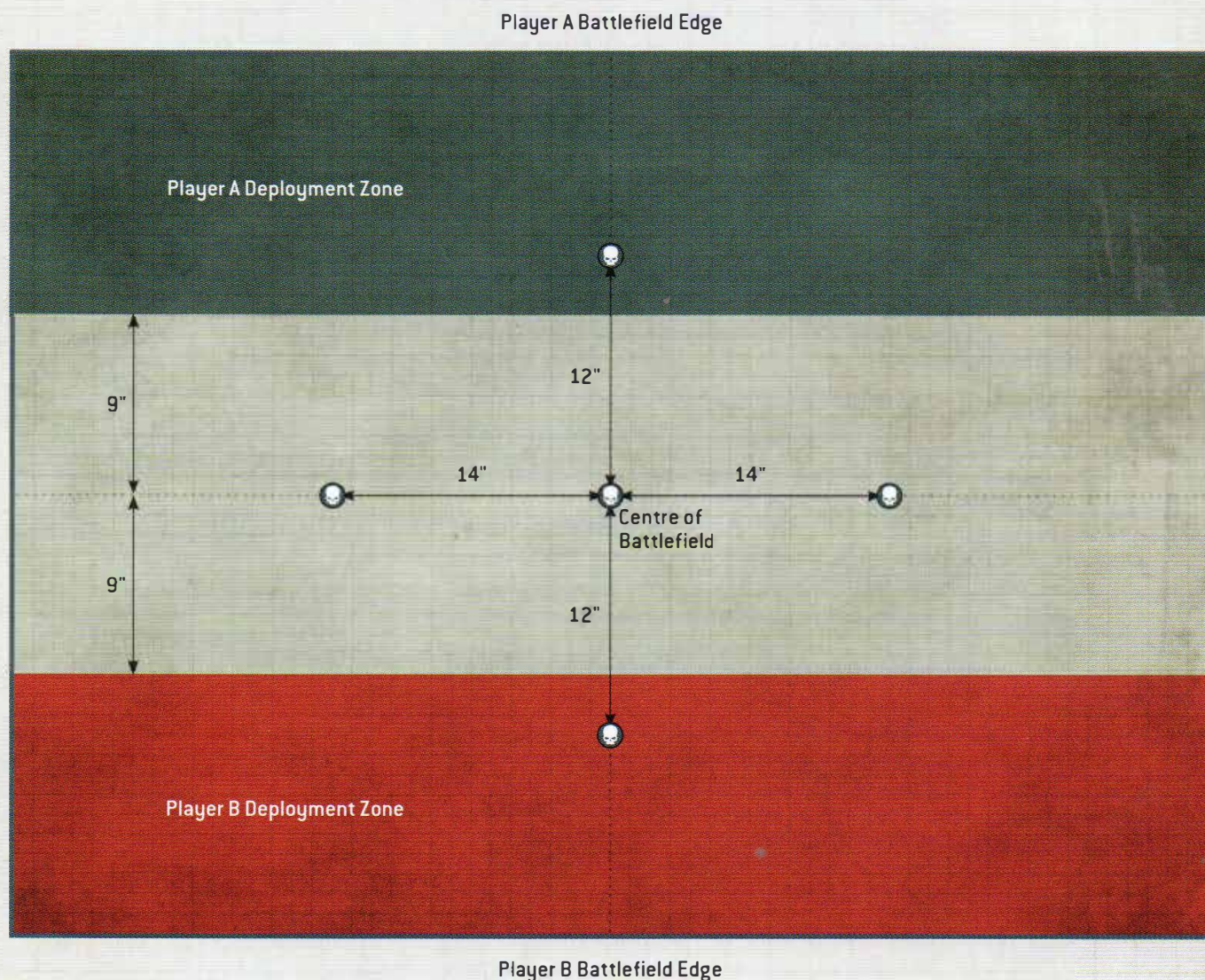
Progressive Objective

This mission is of the utmost importance, and cannot be entrusted to anyone else. You must personally lead your forces in a heroic assault on a vital objective to achieve your goal.

At the end of each of your turns, if you control the central objective marker you score a number of victory points equal to the current battle round number (so 1 victory point in the first battle round, 2 victory points in the second battle round, etc.). In addition, at the end of each of your turns you score 1 victory point if your **WARLORD** is within range of the central objective marker.

GRAND TOURNAMENT 2021 – INCURSION

ASCENSION



GRAND TOURNAMENT 2021 – INCURSION

FORWARD PUSH

MISSION BRIEFING

This area is of extreme importance and you have been ordered to push forward and lead an immediate, all out assault to capture it. Storm every site of tactical import and leave the foe with no place to hide.

MISSION RULES

Quick March: Any Advance rolls of less than 3 made in the first battle round instead count as 3.

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 Forward Push (see below).

FORWARD PUSH

Progressive Objective

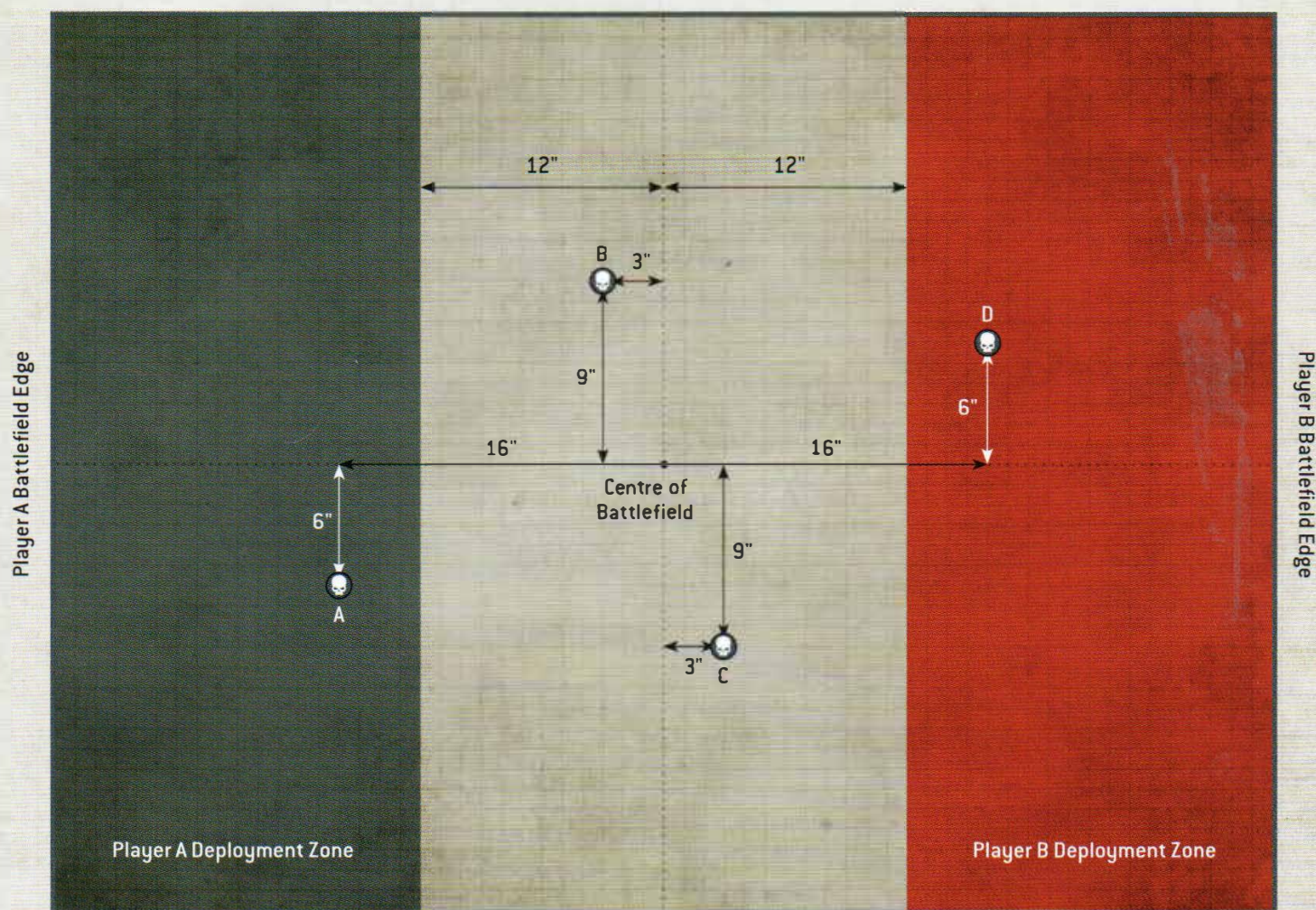
The signal has been received, the time for an immediate assault is at hand. You must advance swiftly into no man's land to prevent your opponent seizing the battlefield.

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

Forward Push (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 you control. The action is completed at the end of your turn and you score a number of victory points depending on which objective marker this action was performed on:

OBJECTIVE MARKER	PLAYER A VICTORY POINTS	PLAYER B VICTORY POINTS
A	1	8
B	2	4
C	4	2
D	8	1

GRAND TOURNAMENT 2021 – INCURSION

FORWARD PUSH

GRAND TOURNAMENT 2021 – INCURSION

RISE OF THE MACHINE SPIRIT**MISSION BRIEFING**

An ancient and deadly war-fortress lies dormant in orbit, but if you can inload the correct data-psalms at key locations, its machine spirit will awaken under our control.

MISSION RULES

Binharic Interference: In this mission, Reinforcement units cannot be set up within range of any objective markers.

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 Inload Data-psalm (see below).

INLOAD DATA-PSALM*Progressive Objective*

Your forces must make all haste to take control of core nodes identified in the vicinity, and perform the necessary rites to subvert the machine spirit of a mighty engine of war to our will.

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

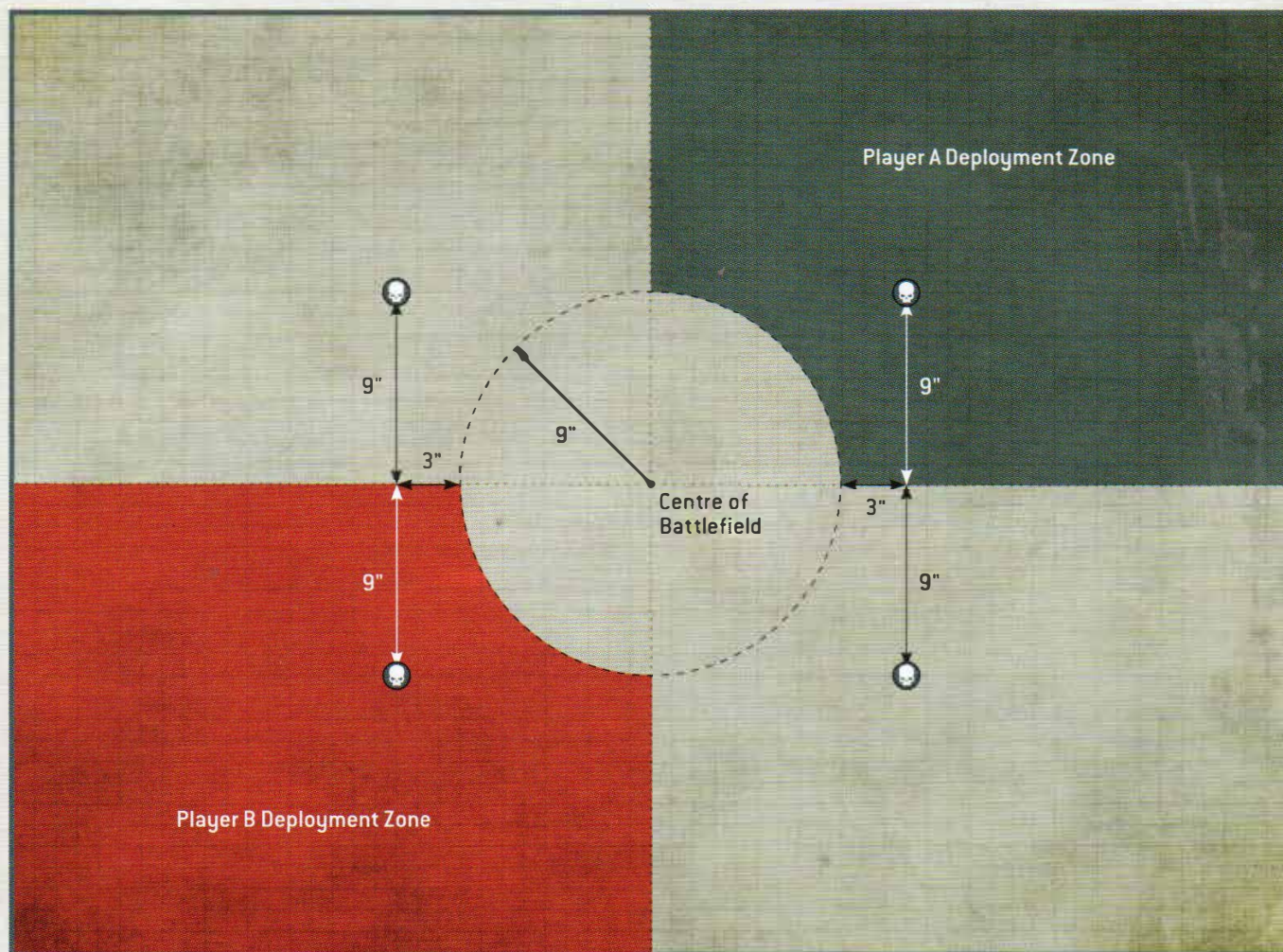
Inload Data-psalm (Action): One or more units from your army can start to perform this action at the end of your Movement phase. Each unit that starts to perform this action must be within range of a different objective marker. A unit cannot start this action while any enemy units (excluding **AIRCRAFT**) are in range of the same objective marker. This action is completed at the end of your next Command phase, and you score a number of victory points depending on how many units completed this action this phase, as shown in the table below:

INLOAD DATA-PSALM ACTIONS	VICTORY POINTS
1	1
2	3
3	6
4	10

GRAND TOURNAMENT 2021 – INCURSION

RISE OF THE MACHINE SPIRIT

Player A Battlefield Edge



Player B Battlefield Edge

GRAND TOURNAMENT 2021 – INCURSION

SHOW OF FORCE

MISSION BRIEFING

You have been ordered to conduct an opportunistic assault to expand our territory. Take control of vital tactical sites and crush any who oppose you, but be careful to minimise your own losses, lest your forces be unable to consolidate and secure the newly won ground.

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 Minimise Losses (see below).

MINIMISE LOSSES

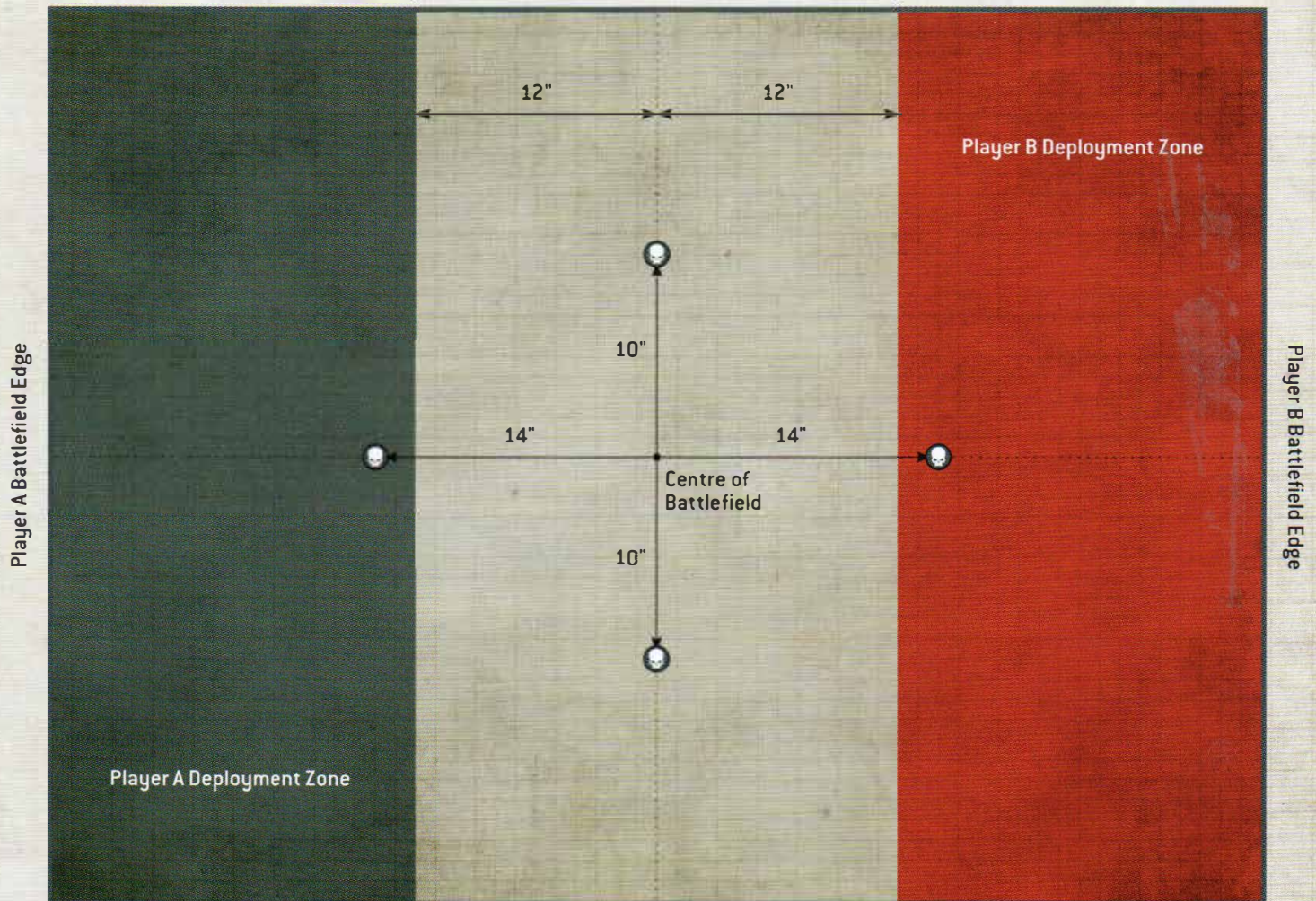
End Game Objective

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

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

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

GRAND TOURNAMENT 2021 – INCURSION

SHOW OF FORCE

GRAND TOURNAMENT 2021 – INCURSION

RECONNAISSANCE MISSION

MISSION BRIEFING

You have been detailed to conduct vital reconnaissance ahead of a major offensive, but enemy patrols are also operating in this area. Use your rapid response units to secure tactical sites and conduct recon scans quickly, whilst your supporting forces destroy any hostiles you encounter.

MISSION RULES

Recon Units: Units that have the Fast Attack Battlefield Role have the Objective Secured ability (pg 86).

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 Recon Sweep (see below).

RECON SWEEP

End Game Objective

You must perform a thorough reconnaissance sweep to assess the strategic value of the local battlefield so our forces can be tactically deployed.

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

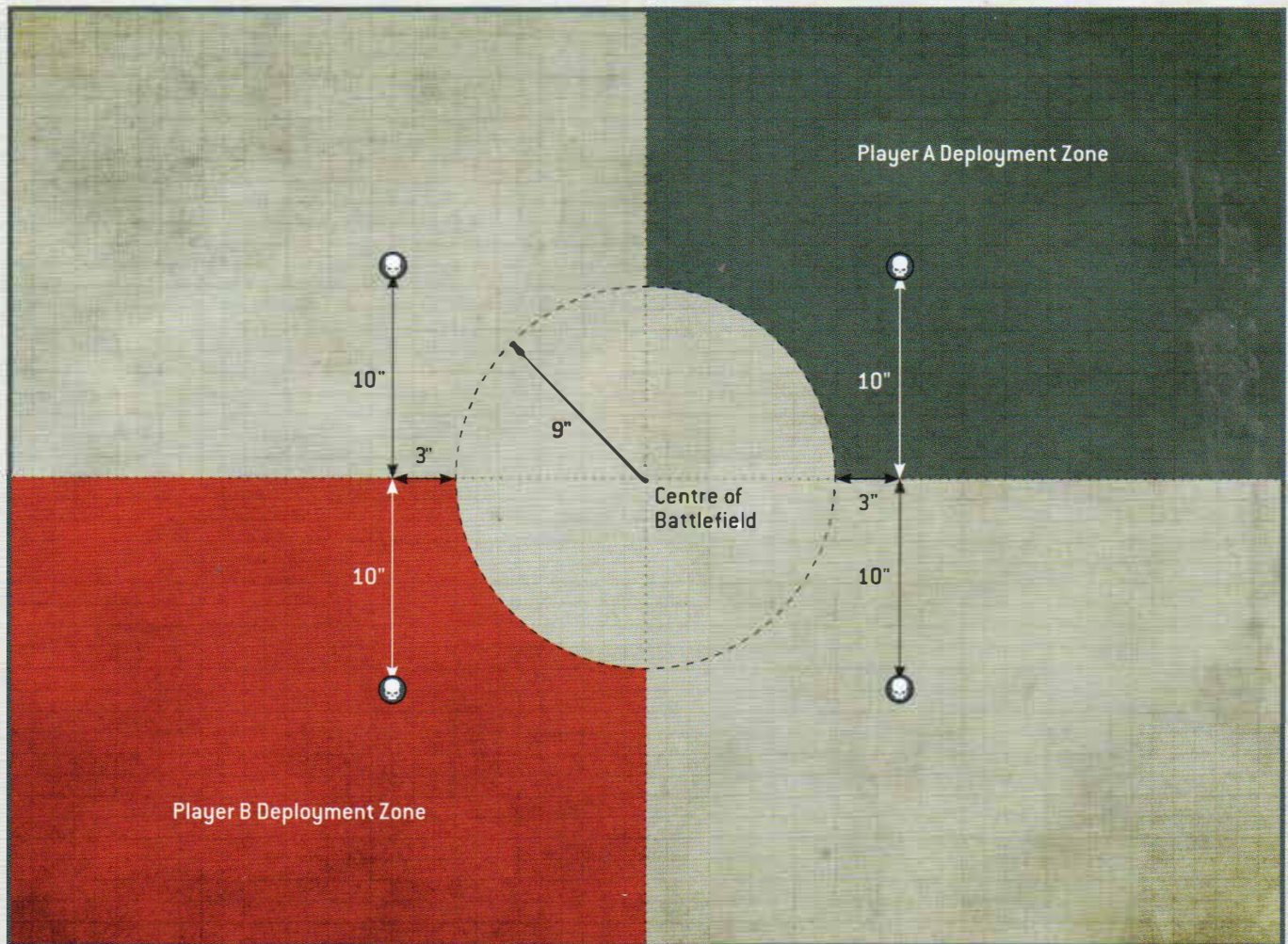
Recon Sweep (Action): One unit from your army can start to perform this action at the start of your Movement phase, if it is wholly within a table quarter that has not already been reconnoitred by a unit from your army and it is more than 9" from the centre of the battlefield. The action is completed at the end of your turn and, provided the unit is still wholly within that table quarter, that table quarter is said to have been reconnoitred by your forces. You score a number of victory points for the number of table quarters that have been reconnoitred by your forces by the end of the battle, as shown below:

TABLE QUARTERS RECONNOITRED	VICTORY POINTS
1	3
2	6
3	10
4	15

GRAND TOURNAMENT 2021 – INCURSION

RECONNAISSANCE MISSION

Player A Battlefield Edge



Player B Battlefield Edge



STRIKE FORCE MISSIONS

'Marshal your armies. Gather your strength. Rally all to your banner and arm them well. Hone your strategies such that, no matter the madness of battle, you stand prepared. Bolster your warriors' faith until they know themselves righteous and value your cause above their own lives. Then, if fortune and favour are yours, you may be ready to face the storm of war...'

- Lord Castellon Creed

GRAND TOURNAMENT 2021 – STRIKE FORCE

RETRIEVAL MISSION

MISSION BRIEFING

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

PRIMARY OBJECTIVES

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

TAKE AND HOLD

Progressive Objective

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

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

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

This primary objective cannot be scored in the first battle round. 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 Minimise Losses (see below).

MINIMISE LOSSES

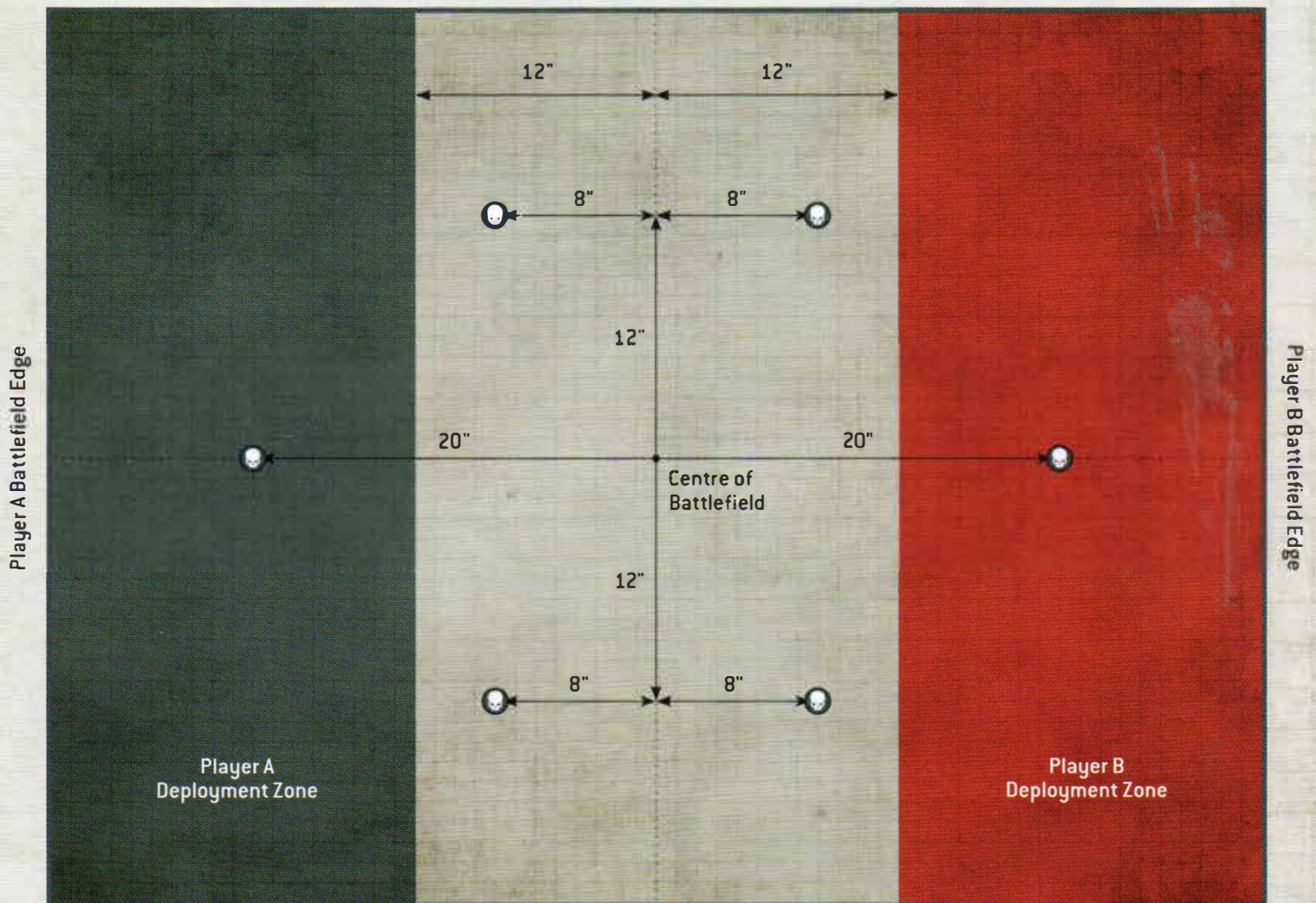
End Game Objective

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

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

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

GRAND TOURNAMENT 2021 – STRIKE FORCE

RETRIEVAL MISSION

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).

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

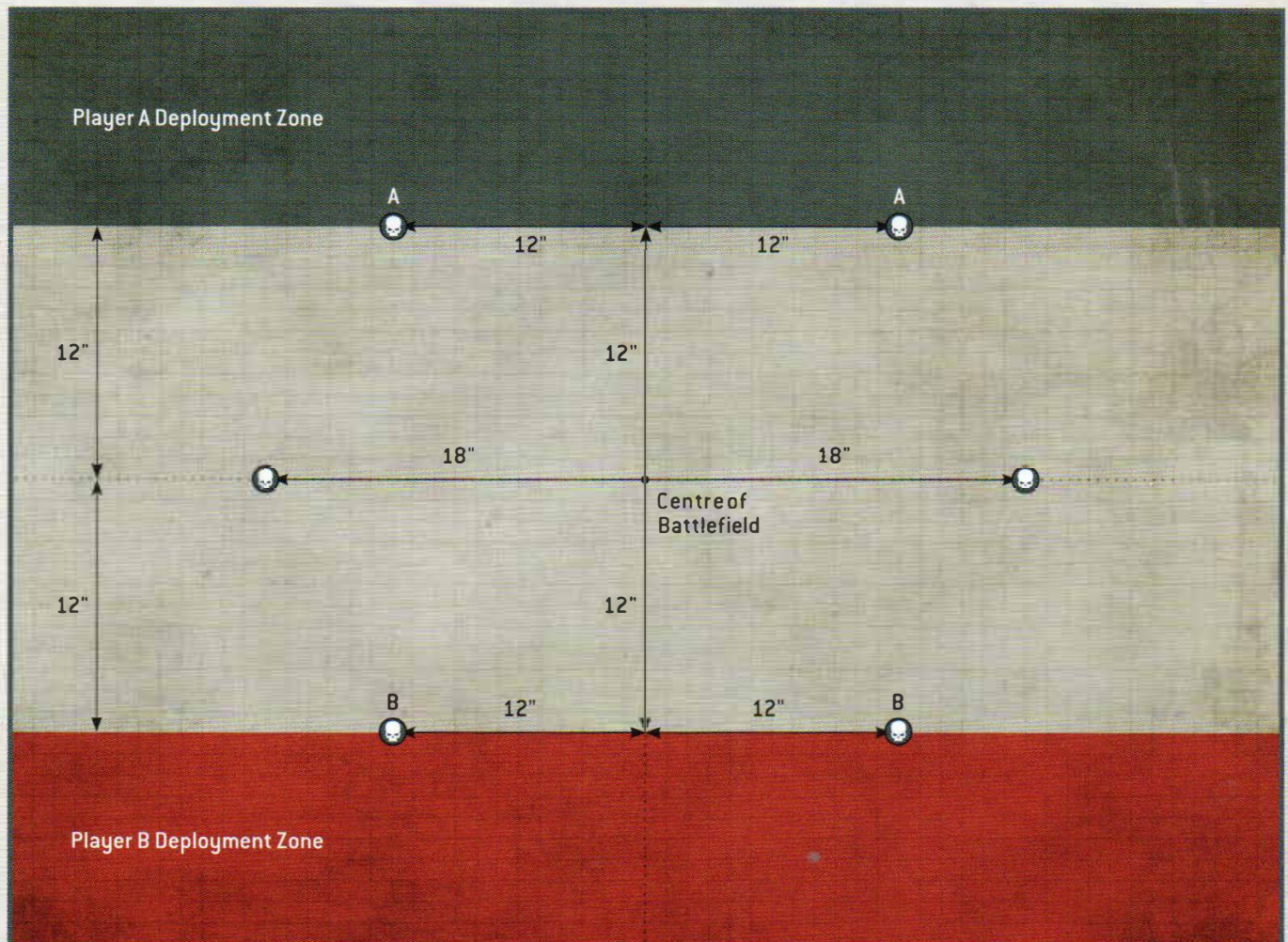
Key strategic sites have been identified that our scouts believe are critical to the enemy's war efforts in this region. Storm these sites, slaughter any that stand sentry there and burn everything to the ground.

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 B Battlefield Edge

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.

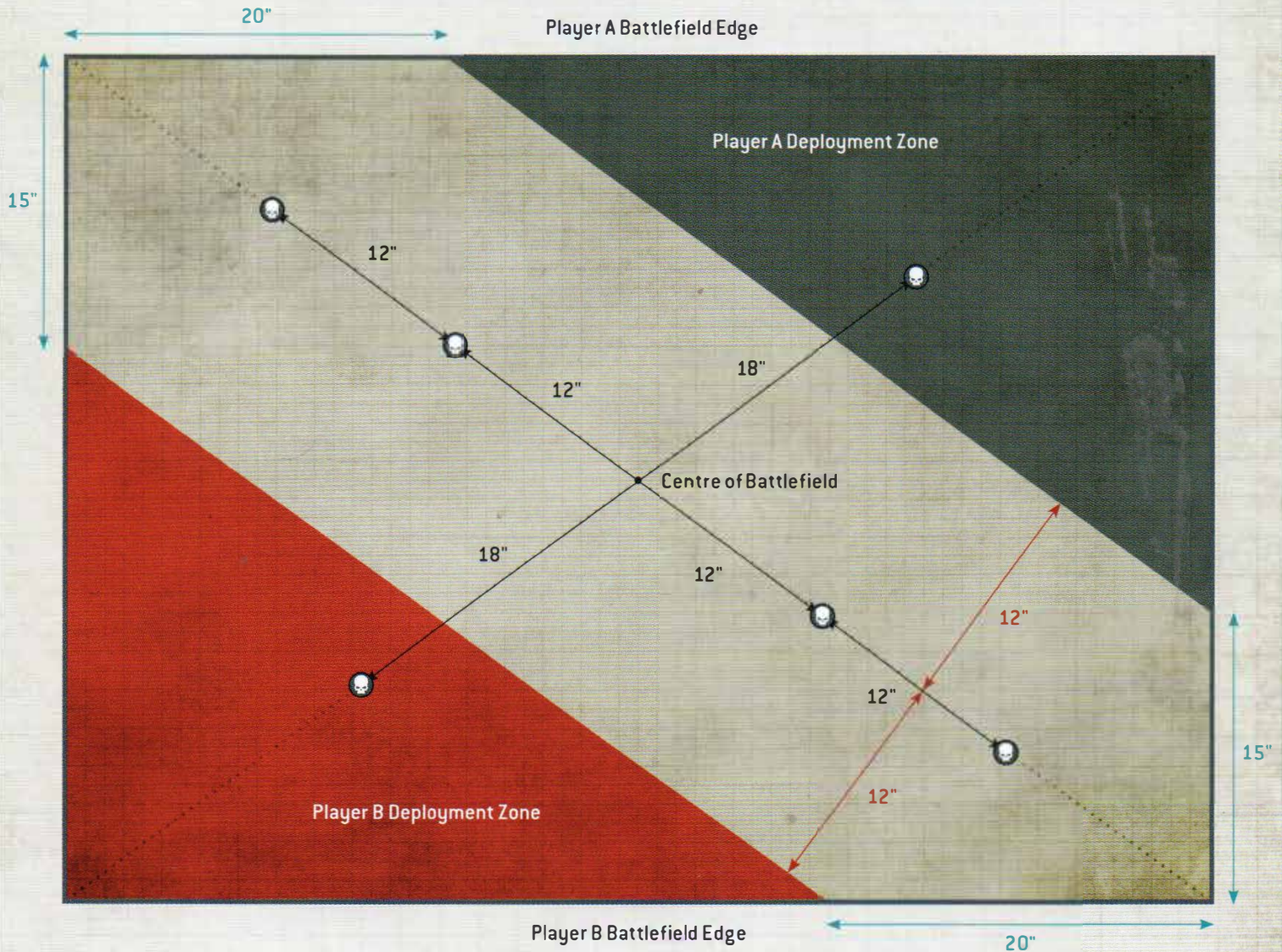
Each time a unit from your army successfully completes the following action, you score a number of victory points equal to the number of objective markers you currently control:

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.

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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".



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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

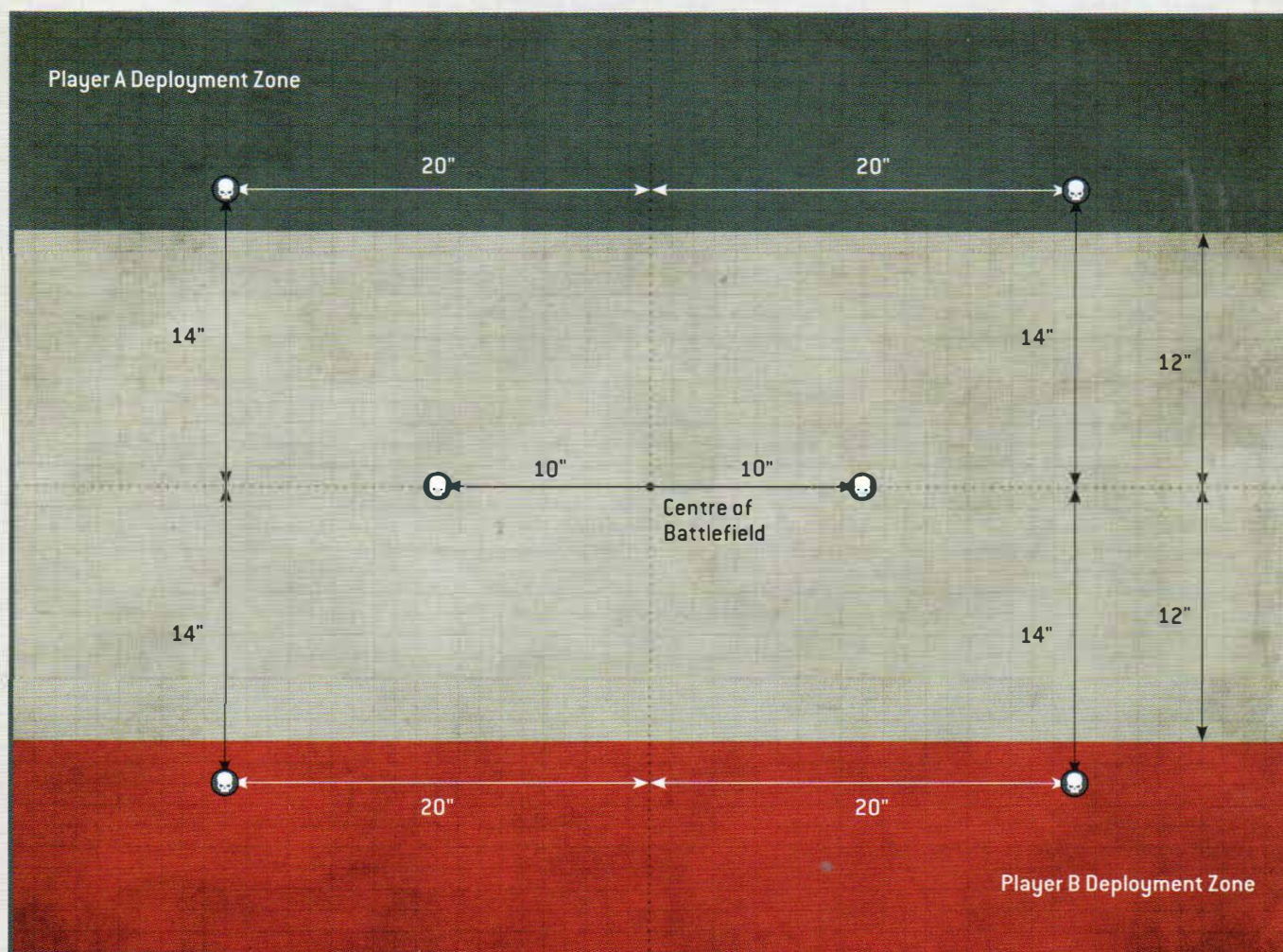
You are ordered to encircle the enemy whilst ensuring that none of their forces break through your defences. Surround the foe completely. Let none escape.

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.

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SURROUND AND DESTROY

Player A Battlefield Edge



Player B Battlefield Edge

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BATTLE LINES

MISSION BRIEFING

Two armies approach the same battlefield, determined to capture the vital strategic ground that separates their battle lines and, if possible, strike deep into enemy territory to deal the foe a devastating blow.

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 Vital Ground (see below).

VITAL GROUND

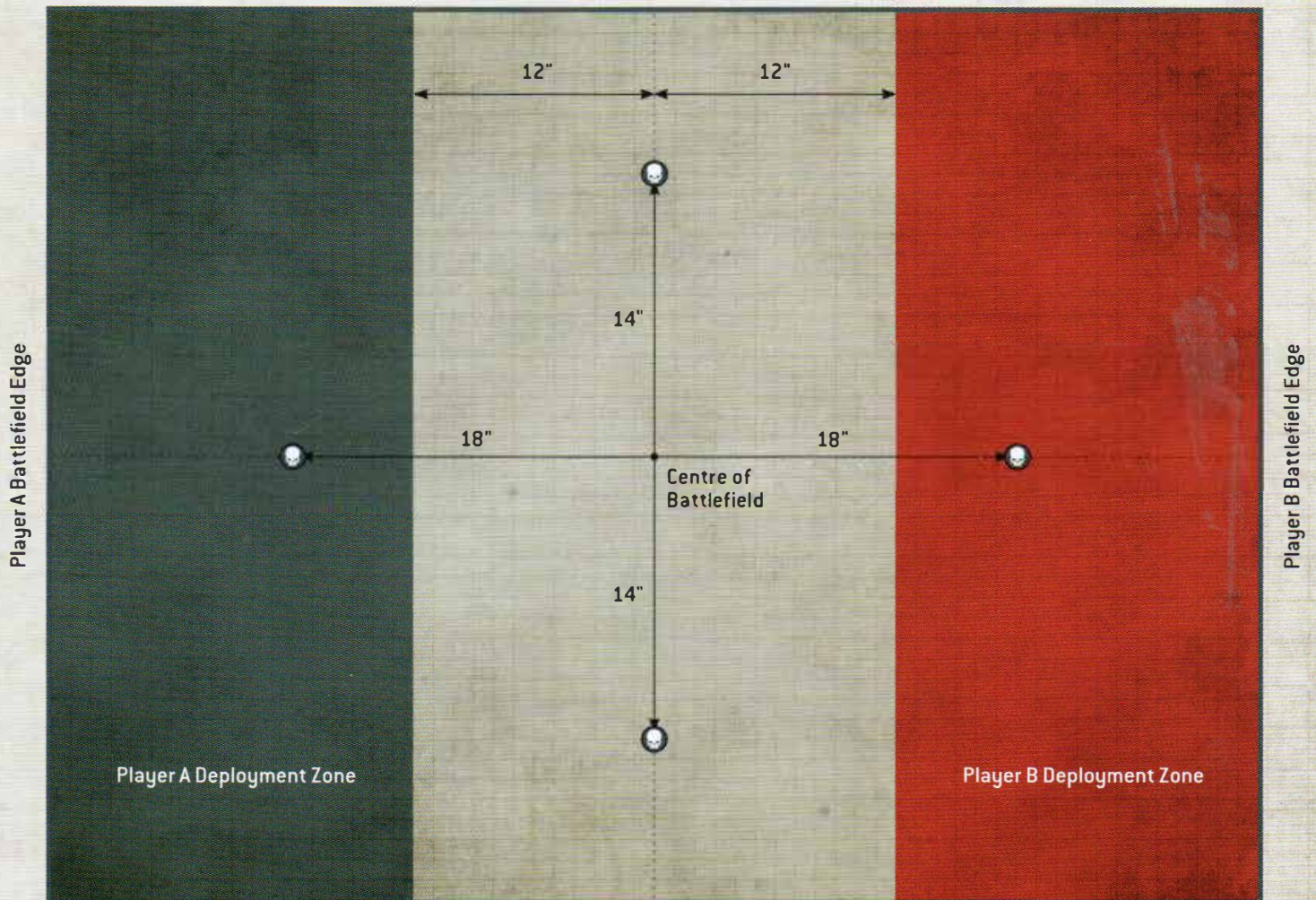
Progressive Objective

The most vital ground is currently in the hands of the enemy. Draw your battle plans and despatch your forces accordingly.

At the end of each of your Command phases, you score 3 victory points if you control the objective marker in your opponent's deployment zone, and score 2 victory points for each objective marker that you control that is not in either player's deployment zone (for a maximum of 7 victory points). This secondary objective cannot be scored in the first battle round.

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BATTLE LINES



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THE SCOURING

MISSION BRIEFING

Both sides are sweeping through the area, tasking scout units to identify and scan sites of strategic import. However, not all sites are of equal worth – victory will go to the warlord who can secure the most valuable sites and cripple the enemy's ability to locate others.

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 Strategic Scan (see below).

STRATEGIC SCAN

End Game Objective

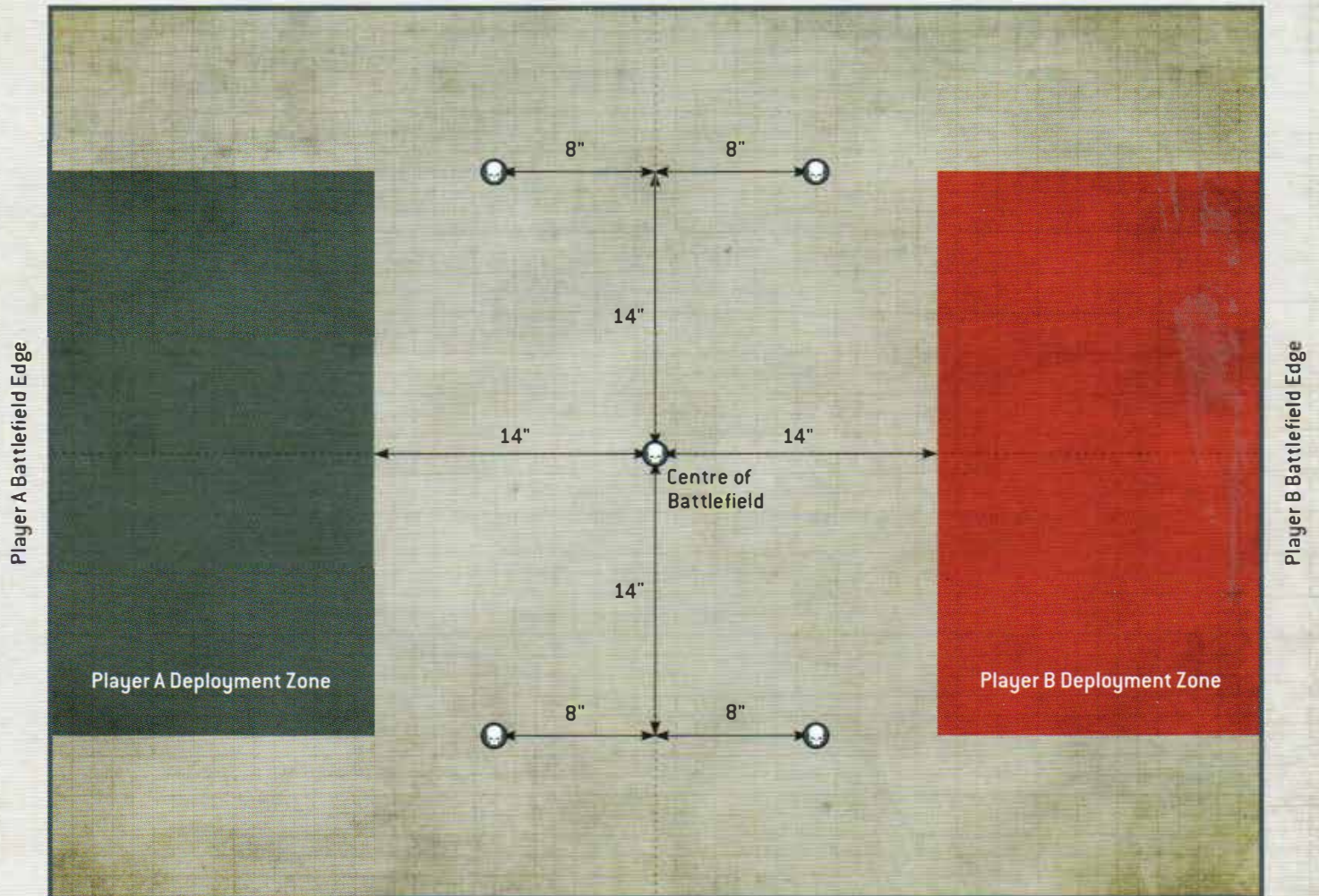
Your forces must secure and control strategic sites in the area long enough for your recon units to perform their scans and transmit the intel back to high command.

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

Strategic Scan (Action): One or more 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 has not already been scanned by a unit from your army (see below). A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT**) in range of the same objective marker. This action is completed at the start of your next Command phase, or at the end of the battle (whichever happens first). If this action is successfully completed, that objective marker is said to have been scanned by your army. You score a number of victory points at the end of the battle depending on how many times units from your army completed this action this battle, as shown in the table below:

STRATEGIC SCAN ACTIONS	VICTORY POINTS
1	3
2	6
3	10
4+	15

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THE SCOURING

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OVERRUN

MISSION BRIEFING

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

PRIMARY OBJECTIVES

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

DOMINATION

Progressive Objective

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

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

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

This Primary Objective cannot be scored during the first battle round. 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 Overrun (see below).

OVERRUN

Progressive Objective

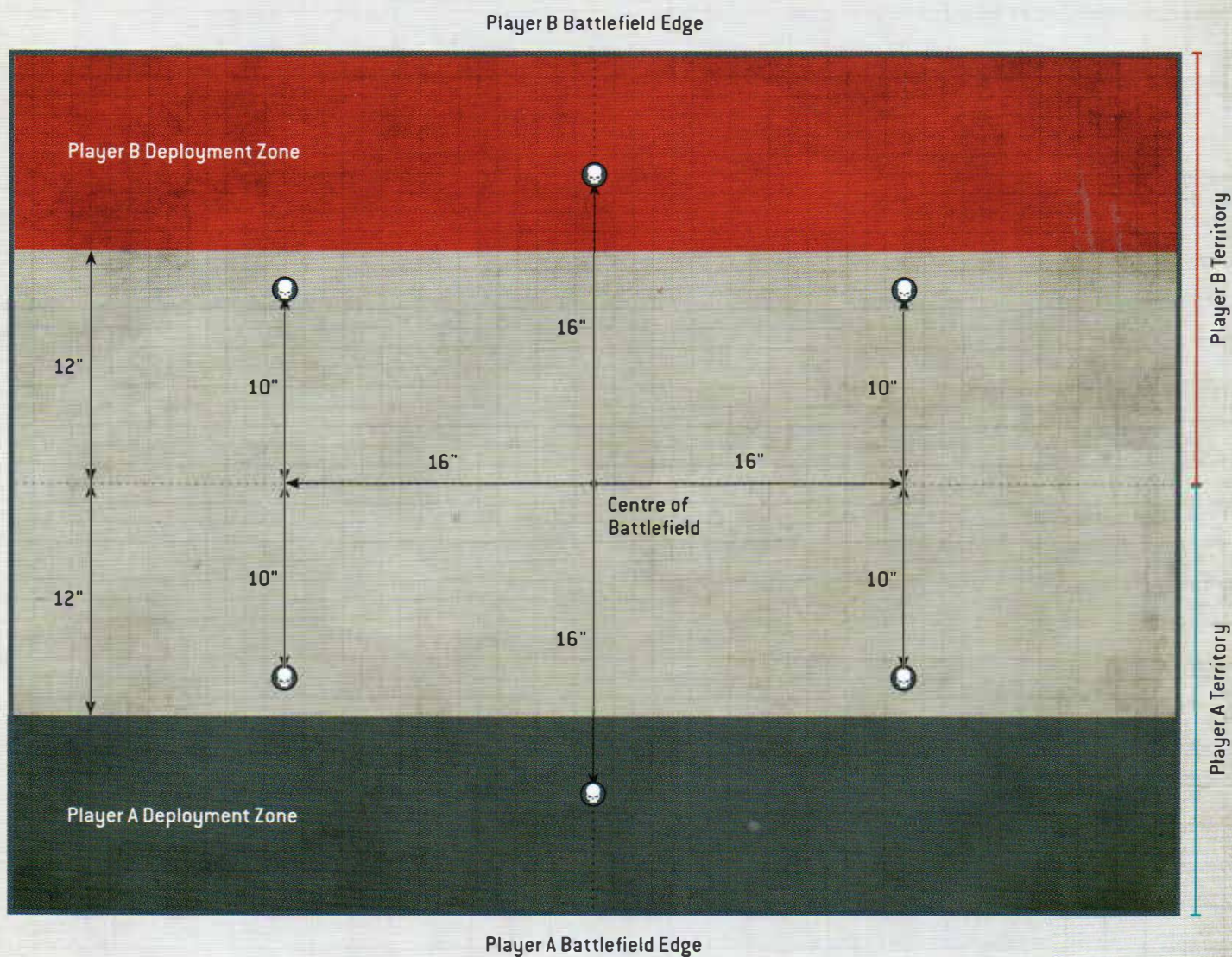
The enemy is attempting to establish a foothold in this region. Redouble your efforts to maintain control of the battlefield by seizing your opponent's staging posts before they can dig in.

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

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

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OVERRUN



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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

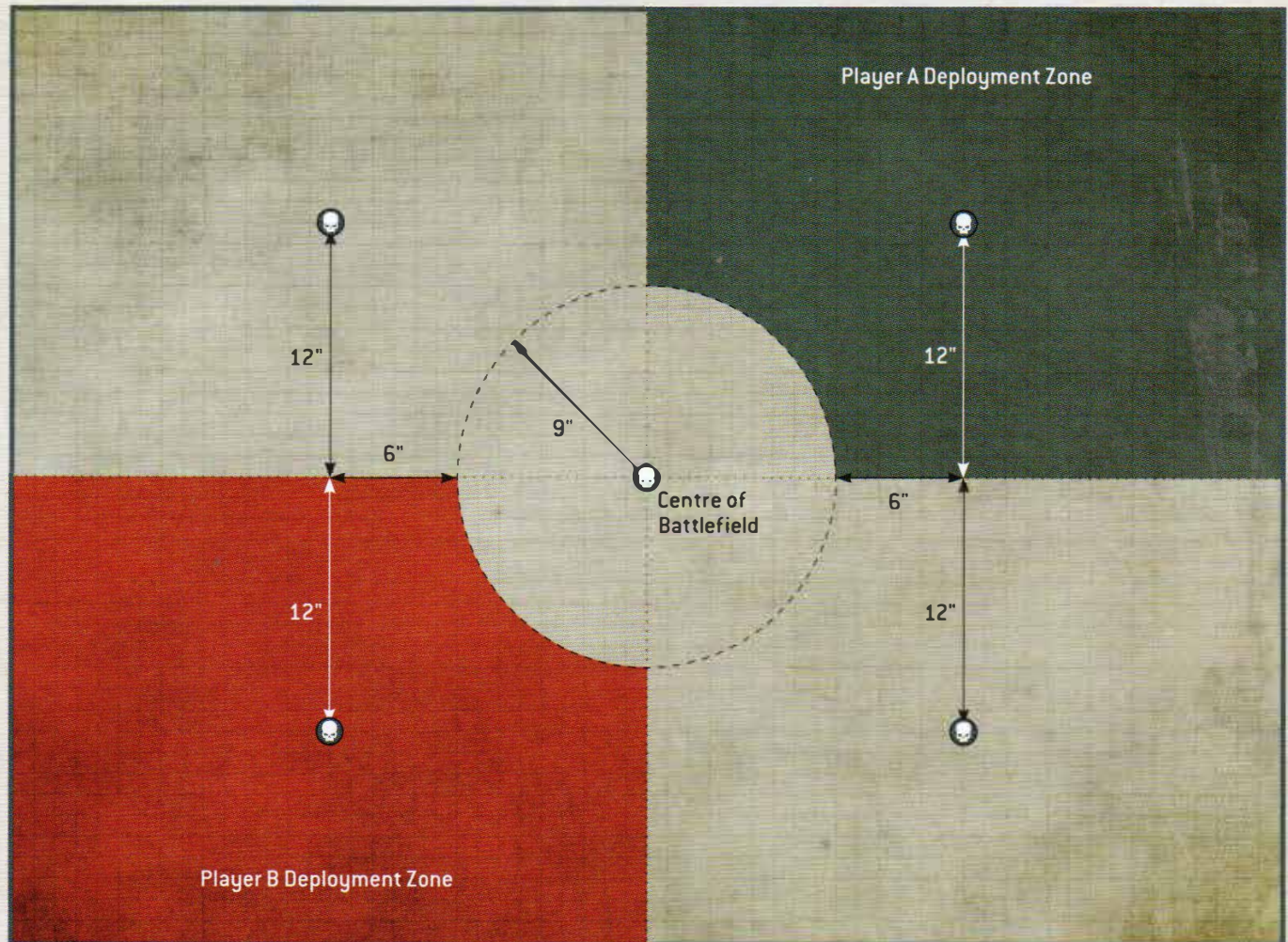
At your discretion, a direct assault on the enemy's position has been authorised. Meet the foe head on and cut deep into their territory with a single, decisive strike and they may well never recover.

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.

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SWEEP AND CLEAR

Player A Battlefield Edge



Player B Battlefield Edge

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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.

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PRIORITY TARGET