

Summary

Players attempt to control four objectives at the end of each turn, across **three** turns.

Deployment

Both players roll a dice and add their army's strategy rating, re-rolling in the case of a tie, and the player with the highest total decides which deployment zone each side will use. Deployment zones extend up to 30cm from the mid-line of the table, rather than the standard 45cm.

Deploy as per the Grand Tournament Scenario but each force can garrison no more than one formation and it must garrison off their near-side blue objective.

Game Start

The player whose army list contains fewer activations chooses who goes first in the first turn. In the case of a tie, roll as normal.

Holding Objectives

In the End Phase of each turn, an objective is held by a player if they have more

unbroken units with 15cm of it than the opposing player. War Engines count each remaining DC as a unit. **Units from broken formations or formations that rallied this turn do not count.**

The objective remains held by the player until the enemy are able to gain control of it, even if the capturing units move away.

Victory Points

In the End Phase of each turn, score the following points for each objective you hold:

Near-side **blue** objective: **2VP**

Mid-line **red** objectives: **3VP** each

Far-side **blue** objective: **4VP**

Note 1 - Webway Gates may be placed anywhere completely inside the player's Deployment Zone, before garrisons or spacecraft are deployed.

Note 2 - Units that can contest but not hold objectives will each cancel one enemy unit but won't count for their own side.

