

CUSTOM MISSION - TOURNEY OF WAR

*I am Aldarion of the Palatine Blades, Champion of the III Legion and your demise.
So, who of you filthy dogs wants to be put down first?*

- Aldarion Telenar, Palatine Blade of the III Legion, Emperor's Children

THE ARMIES

Both forces should number between 1500 and 3000 points.

THE BATTLEFIELD

Deploy as per the map presented below.

MISSION SPECIAL RULES

Reserves

Night Fighting

DEPLOYMENT

Before deploying their forces, each player should first roll for their Warlord Traits and psychic powers where necessary.

Set up any player-owned fortifications.

The players roll off and the winner of the roll off can choose whether he wants to deploy first or second.

The player deploying first may then choose one of the deployment zones as his own and deploy his entire force, except for any units held in reserve, into his deployment zone.

After this the second player deploys his entire force, except for any units held in reserve, in the remaining deployment zone.

FIRST TURN

The player deploying first can choose to take the first turn. If he does, his opponent may try to seize the Initiative.

GAME LENGTH

After the fifth turn, a d6 is rolled. On a 4+, a sixth and final turn is played.

VICTORY CONDITIONS

The player with the most victory points wins the game.

Primary Objectives

Every time a character model is removed from play, the attacking player earns 1 victory point.

Every time a model slays its opponent in a challenge, the attacking player earns 2 victory points.

Every time a Legion Consul Champion slays its opponent in a challenge, the attacking player earns 3 victory points.

Every time a challenge is denied, the denying player loses 1 victory point.

Secondary Objectives

Slay the Warlord (4 victory points), Last Man Standing, Price of Failure

