

# FORGE THE NARRATIVE 8<sup>TH</sup> EDITION

## TOURNAMENT PACKET

### TOURNAMENT RUNDOWN:

The missions are intended for Matched Play events. Matched Play Rules (215)

### MISSION GUIDE LINES:

Before any dice are rolled players must choose their Warlord Trait, Relics, Psychic Powers, Pre-game Command Point uses and write them down. Players reveal these to their opponent simultaneously.

### OBJECTIVES:

Objectives must be placed on the ground floor or otherwise lowest point on the battlefield.

Consult your Tournament Organizer for any additional Mission Guide Lines.

### MISSION SETUP:

All missions use the Random Deployment Map rules found on page 216-217 of the rulebook.

### REINFORCEMENT POINTS:

You may set aside points from your army for reinforcements, if your army choice allows it. Page 214 of the rulebook.

### RANDOM GAME LENGTH:

Each mission below uses Random Game Length. When to roll, and the die result needed for the game to continue, is found under Battle Length on the missions below.

### BATTLE FORGED ARMIES ONLY

#### Detachments:

3 Detachment Maximum. Consult your Tournament Organizer for any additional information.

### SUDDEN DEATH:

If a player concedes, maximum points for the round (19) are awarded to the other player. Page 215 of the main rulebook.



# MISSION 3: SECURE THE RELIC

## THE BATTLEFIELD:

Place a marker at the center of the table. This is the Relic. Players then roll off with a d6. The player who rolled the highest also rolls for the deployment map and chooses his/her Deployment Zone.

## DEPLOYMENT:

Players roll off with a d6. The player who rolled the highest also rolls for the deployment map and chooses his/her Deployment Zone. The player who did not choose the Deployment Zone places the first unit. Players then alternate placing units one at a time until their entire army is deployed.

## FIRST TURN:

Players roll off. The player who finished deploying first receives a +1 to this roll. The winning player may choose to go first or second.

The player going second may choose to Seize the Initiative on a d6 roll of a 6+.

## BATTLE LENGTH:

At the end of Battle Round 5 the player who went second rolls a d6. On a 1-2 the game ends. At the end of Battle Round 6, the other player rolls a d6. On a 1-3 the game ends. On a 4+ the game continues for a final Battle Round. The game ends at the end of Battle Round 7.

## VICTORY CONDITIONS:

### PRIMARY OBJECTIVE:

**The Relic:** An infantry model can carry the Relic by moving into contact with it - that model then automatically picks it up. From that point, the Relic remains with that model (move the Relic marker with the model to show this) until it is dropped, which only happens if the model is slain or flees. A model with the Relic cannot embark in a transport, leave the battlefield, or move further than 9" in any single phase for any reason.

**Scoring**– Carrying The Relic at the end of the game is a Crushing Victory. If the Relic is not being carried, then the player with a model closest to the Relic wins a Minor victory. If both players have models equally close to the Relic, then the battle ends in a Draw.

Draw – Both Players scores 3 Battle Points

Minor Victory – The Victor scores 6 Battle Points, Opponent scores 2 Battle Points

Crushing Victory – The Victor scores 10 Battle Points, Opponent scores 0 Battle Points.

### SECONDARY OBJECTIVE:

Modified No Mercy (Kill Points). Total the Power Level of each army. Completing this objective will be based on the percent of Power Levels eliminated.

**Scoring**– Players earn Battle Points based on the percentage of Power Level of units they completely destroy in their opponent's army. Both players can gain max points for this objective. Points for the tiers below are cumulative to total 6 (1+2+3=6).

1-10% - Earn 1 Battle Point

11-45% - Earn 2 Battle Points

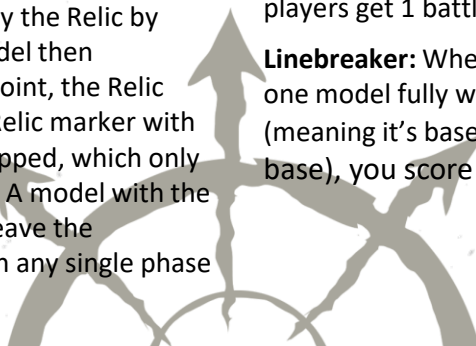
46-100% - Earn 3 Battle Points

### Bonus Points:

**Slay the Warlord:** If the enemy Warlord has been slain during the battle, you score 1 battle point.

**First Blood:** The first unit, of any kind, to be destroyed during the battle is worth 1 battle point to the player it doesn't belong to. If units from both players' armies are killed or removed from play simultaneously, then both players get 1 battle point.

**Linebreaker:** When the game ends, if you have at least one model fully within the enemy's deployment zone (meaning it's base, or the entire model if it has no base), you score 1 battle point for this objective.



Your Name:			Table:		Opponent Name:		
Primary	Secondary	Bonus	Your Total	Primary	Secondary	Bonus	Opp Total

# MISSION 2: HOLD THE LINE

## THE BATTLEFIELD:

Both players roll a die. Starting with the player who rolled the highest, alternate placing 5 objectives on the Battlefield. Objectives must be more than 12" away from each other and more than 6" from the table edge.

## DEPLOYMENT:

Players roll off with a d6. The player who rolled the highest also rolls for the deployment map and chooses his/her Deployment Zone. The player who did not choose the Deployment Zone places the first unit. Players then alternate placing units one at a time until their entire army is deployed.

## FIRST TURN:

Players roll off. The player who finished deploying first receives a +1 to this roll. The winning player may choose to go first or second.

The player going second may choose to Seize the Initiative on a d6 roll of a 6+.

## BATTLE LENGTH:

At the end of Battle Round 5 the player who went second rolls a d6. On a 1-2 the game ends. At the end of Battle Round 6, the other player rolls a d6. On a 1-3 the game ends. On a 4+ the game continues for a final Battle Round. The game ends at the end of Battle Round 7.

## VICTORY CONDITIONS:

**Primary Objective** – Each objective controlled by a player is worth 2 battle points at the end of the game to the controlling player.

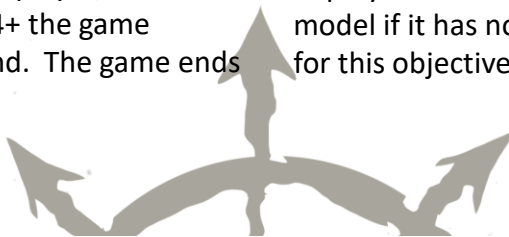
**Secondary Objective** – Players earn 1 Battle Point per unit destroyed to a Maximum of 6. You earn max points for this objective if you destroy all of the opponent's units.

### Bonus Points:

**Slay the Warlord:** If the enemy Warlord has been slain during the battle, you score 1 battle point (in addition to the battle point earned for killing a unit).

**First Blood:** The first unit, of any kind, to be destroyed during the battle is worth 1 battle point to the player it doesn't belong to. If units from both players' armies are killed or removed from play simultaneously, then both players get 1 battle point.

**Linebreaker:** When the game ends, if you have at least one model fully within the enemy's deployment zone (meaning it's base, or the entire model if it has no base), you score 1 battle point for this objective.



Your Name:			Table:		Opponent Name:		
Primary	Secondary	Bonus	Your Total	Primary	Secondary	Bonus	Opp Total



# MISSION 1: PISTOLS AT DAWN

## THE BATTLEFIELD:

Both players roll a D6. Starting with the player who rolled the highest, alternate placing 4 objectives one at a time on the table more than 12" from each other and 6" from the edge of the battlefield.

Both players roll again with a D6. The player who rolled the highest rolls for the deployment map and chooses his/her Deployment Zone first. After deployment zones are chosen, players place their Emperor's Will Objectives anywhere wholly within their deployment zone, but more than 12" away from any other objective and at least 6" from the edge of the battlefield.

Note: The Emperor's will objective is not used for scoring progressive objectives. It is an end of game objective.

## DEPLOYMENT:

The player who did not choose the Deployment Zone places the first unit. Players then alternate placing units one at a time until their entire armies are deployed.

## FIRST TURN:

Players roll off. The player who finished deploying first receives a +1 to this roll. The winning player may choose to go first or second.

The player going second may choose to Seize the Initiative on a d6 roll of a 6+.

## BATTLE LENGTH:

At the end of Battle Round 5 the player who went second rolls a d6. On a 1-2 the game ends. At the end of Battle Round 6, the other player rolls a d6. On a 1-3 the game ends. On a 4+ the game continues for a final Battle Round. The game ends at the end of Battle Round 7.

## VICTORY CONDITIONS:

### PRIMARY OBJECTIVE:

**Progressive Objectives.** Starting Battle Round 2, players score one Victory Point for each progressive objective marker they control at the START of their own player turn.

**Scoring-** Calculate the difference in the total victory points between both players to determine how decisive the victory is. Use the scale below to determine total battle points earned for this objective:

0 – Draw. Both Players score 3 Battle Points

1-3 – Victory. The Victor scores 4 Battle Points, and the opponent scores 2 Battle Points.

4-6 – Major Victory – The Victor scores 6 Battle Points, and the opponent scores 1 Battle Point.

6+ - Crushing Victory – The Victor scores 10 Battle Points, Opponent scores 0 Battle Points.

### SECONDARY OBJECTIVE:

**Emperor's Will:** Only Infantry can control an Emperor's Will objective. Control of the Emperor's Will is determined at the end of the game.

**Scoring-** Control of each Emperor's Will objective is worth 3 Battle Points. Control is checked at the end of the game

### Bonus Points:

**Slay the Warlord:** If the enemy Warlord has been slain during the battle, you score 1 battle point.

**First Blood:** The first unit, of any kind, to be destroyed during the battle is worth 1 battle point to the player it doesn't belong to. If units from both players' armies are killed or removed from play simultaneously, then both players get 1 battle point.

**Linebreaker:** When the game ends, if you have at least one model fully within the enemy's deployment zone (meaning it's base, or the entire model if it has no base), you score 1 battle point for this objective.

Your Name:			Table:		Opponent Name:		
Primary	Secondary	Bonus	Your Total	Primary	Secondary	Bonus	Opp Total