# General Principals

The player who wins the pre-game roll off may either decide Turn Priority or Deployment Priority. If they choose Turn Priority, then their opponent is granted Deployment Priority.

Turn Priority - this player may choose which player goes first.

Deployment Priority - this player may choose which player gets what deployment zone, and which player will deploy first.

1. The Relics

PLAYER A DEPLOYMENT	12"
	12"
18" ● 18" ● 18" ● 18"	
	12"
PLAYER B DEPLOYMENT	12"
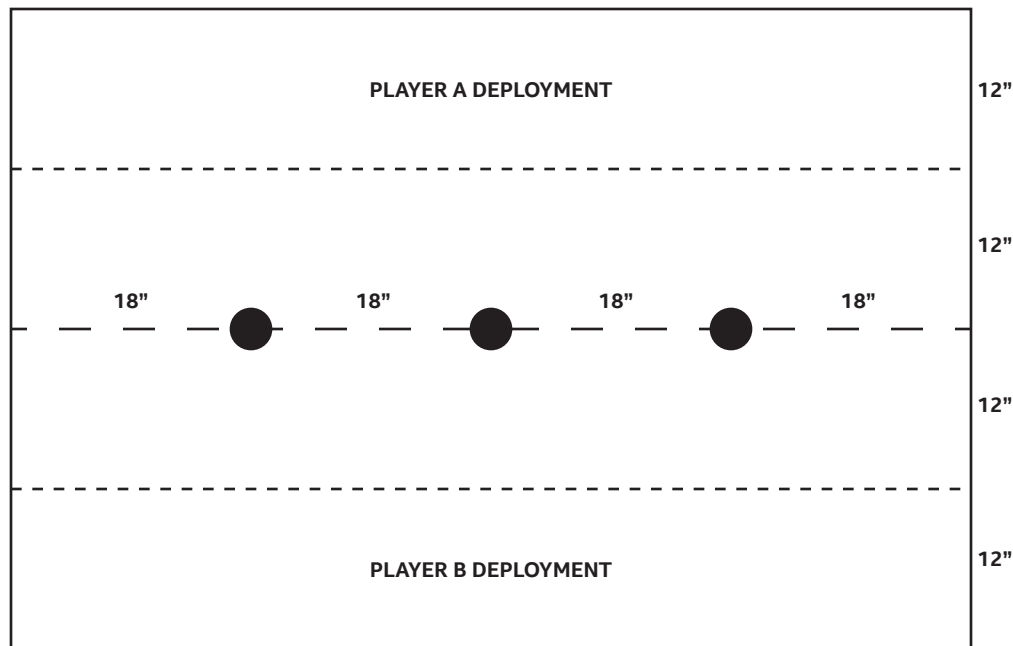
Scoring:

Hold an Objective*	1 point each, at end of game
Hold More Objectives*	3 points, at end of game
Enemy holds no objectives	2 points, at end of game
Linebreaker	1 point, at end of game
Slay the Warlord	1 point, at end of game

* A non-vehicle model may pick up an objective if it ends it's movement in base contact. A model with an objective may not move more than 6" in any given phase, if forced to move further, the objective is dropped in place at the beginning of the move. Any unit may only have one model carrying an objective.

2. Supremacy
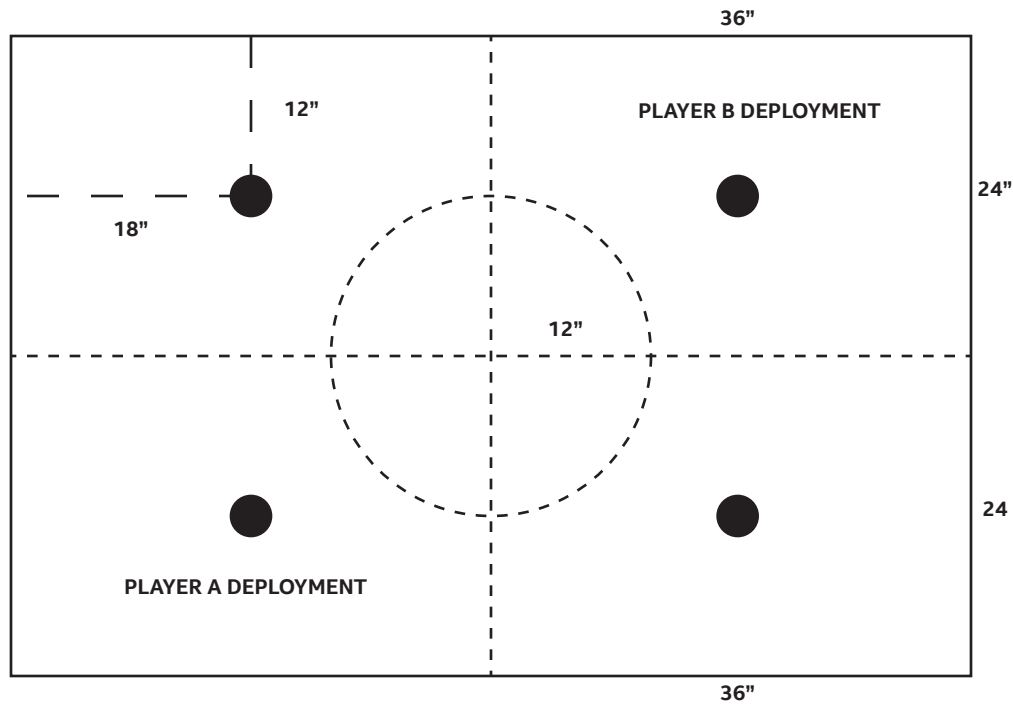
Scoring:

|	
Dominate table quarters*	Up to 4 points, progressive**
Hold Objectives	1 point each, at end of game
First Blood	1 point, at end of game
Slay the Warlord	1 point, at end of game

*A table quarter is dominated if at the end of the turn, no enemy models are in it, and you have at least one unit wholly within the quarter.

**At the end of each game turn, the player which dominates the most table quarters scores 1 point, to a maximum of 4.

3. Sieze Ground

24"	12"	12"	24"
PLAYER A DEPLOYMENT	PLAYER A SECTOR	PLAYER B SECTOR	PLAYER B DEPLOYMENT
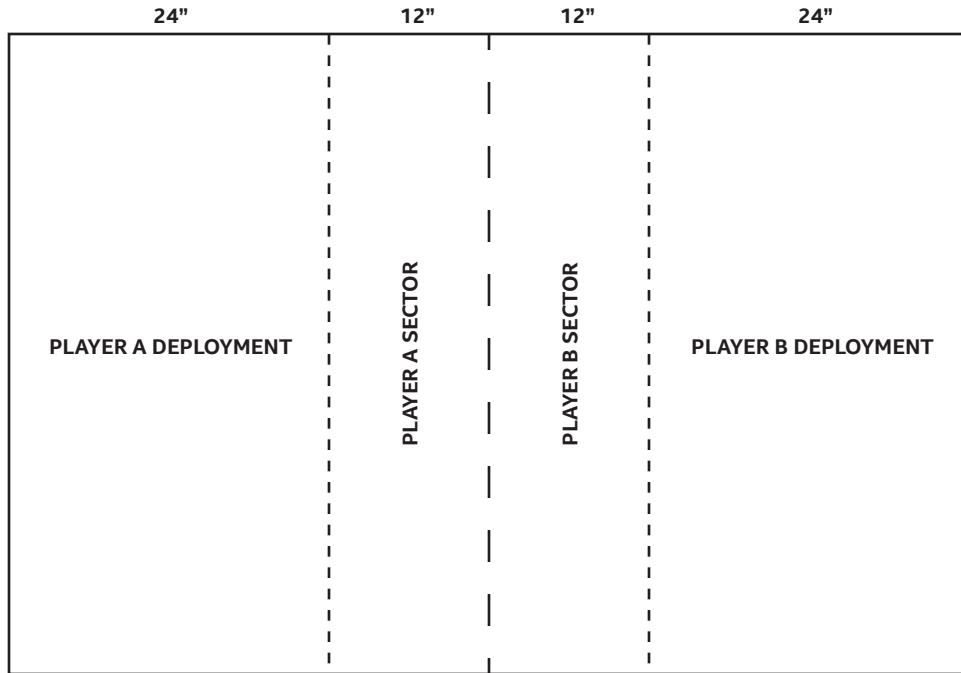
Scoring:

Dominate your deployment	1 point, at end of game
Dominate your sector	2 points, at end of game
Dominate opponent's sector	4 points, at end of game
Firstblood	1 point
Linebreaker	1 point
Slay the Warlord	1 point

*A table section is dominated if at the end of the turn, no enemy models are in it, and you have at least one unit wholely within the section.

4. Annihilation

PLAYER A DEPLOYMENT

12"

12"

PLAYER B DEPLOYMENT
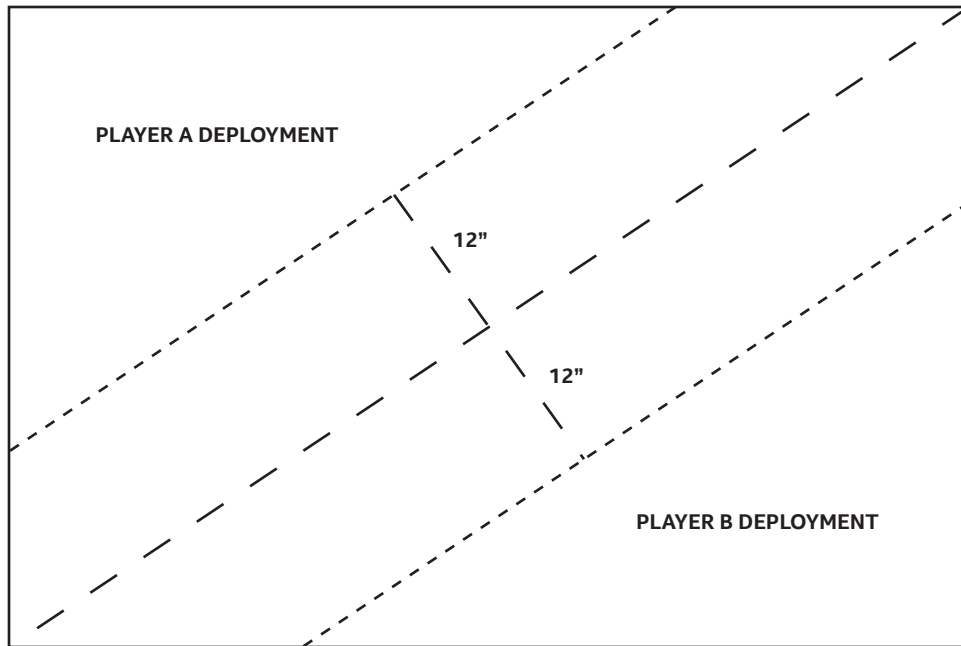
Scoring:

Destroy 25+% of the enemy units	1 point, end of game*
Destroy 50+% of the enemy units	3 points, end of game*
Destroy 75+% of the enemy units	4 points, end of game*
Have 25+% of your units survive	1 point, end of game*
Have 50+% of your units survive	3 points, end of game*
Have 75+% of your units survive	4 points, end of game*
Linebreaker	1 point, end of game
Slay the Warlord	1 point, end of game

*Killing/surviving numbers based on total Kill Points in the enemy army at the start of the game, i.e. if they started with 20 Kill Points worth of units, and summoned 4 more KP worth of units, you will need to kill 5+ units to count for destroying 25%+ of the enemy units.

Super-heavy vehicles and gargantuan creatures are worth 1 KP for every full 3 HP/W on their profile. Eample: an Imperial Knight Paladin (6 HP) has suffered 3 HP of damage at the end of the game for the 3 HP it has suffered. It would also count as one KP for surviving units, as it still has 3 HP remaining.

You score the highest points from each category, so if you killed 65% of the enemy units, you would score 3 points for "Destroy 50+% of the enemy units", and not the 1 point for 25+%.

5. Killing Fields
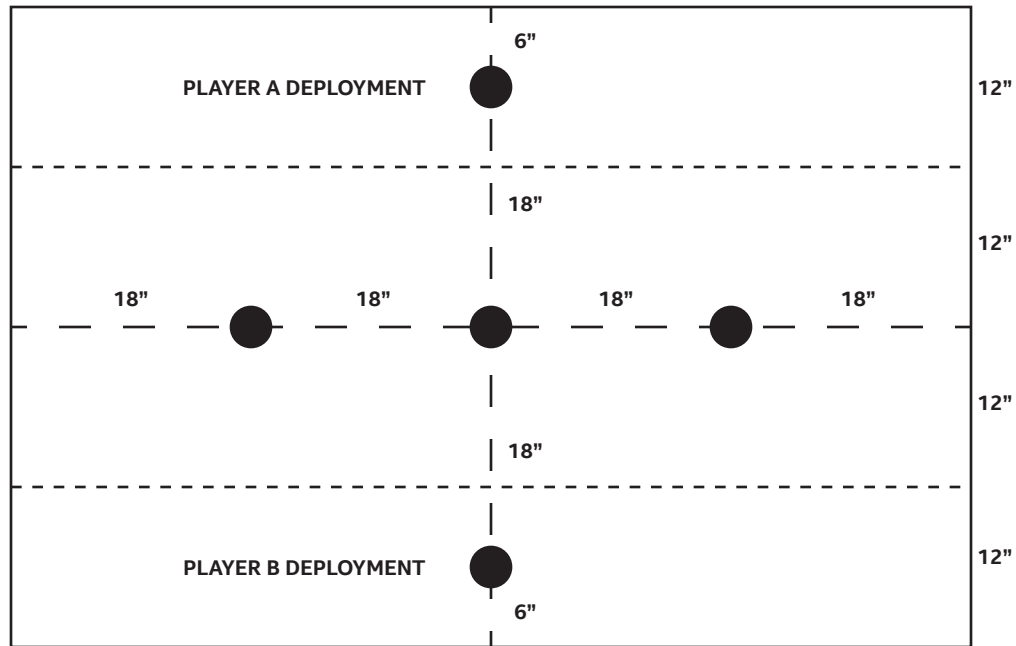
Scoring:

Control central objective	2 points, end of game
Control more objectives	Up to 6 points, progressive*
Firstblood	1 point, at end of game
Linebreaker	1 point, at end of game

*At the end of each game turn, the player who controls the most objectives scores 1 point, to a maximum of 6.

6. Tic-Tac-Toe

PLAYER A DEPLOYMENT

12"

12"

18"   18"   18"   18"

12"

12"

PLAYER B DEPLOYMENT
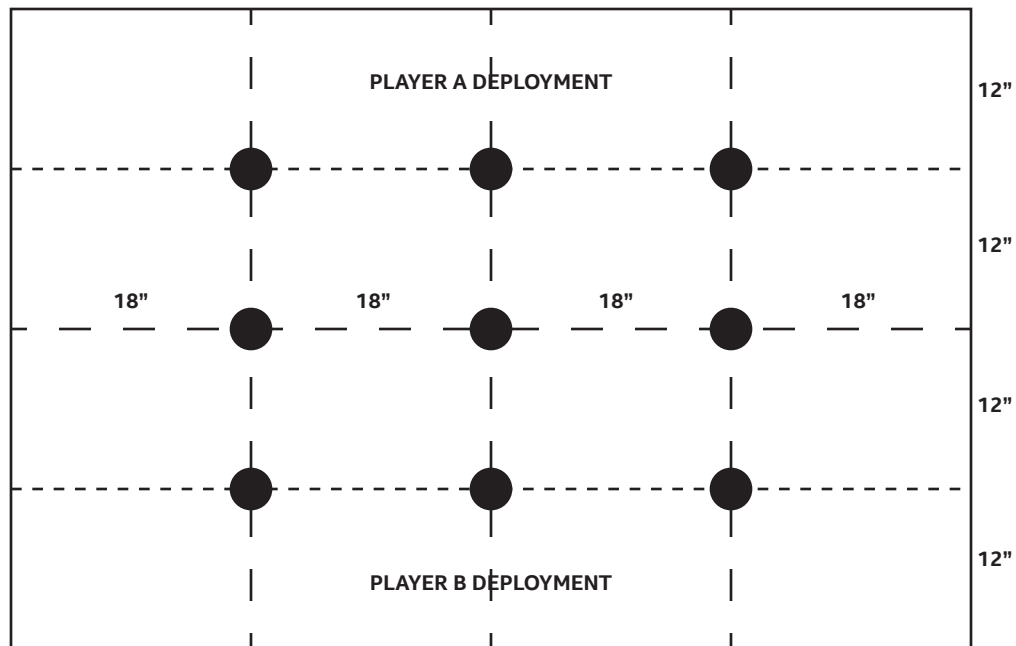
Scoring:

Be the only player with a tic-tac-toe*	4 points, end of game
Both players have a tic-tac-toe*	2 points, end of game
Control more objectives	3 points, end of game
Control an objective in enemy half**	2 points, end of game
First Blood	1 point, at end of game

*Tic-tac-toe means controlling 3 objectives in the same row, column, or diagonal.

**Only the objectives directly on the enemy deployment line count.