



AMERICAN TEAM CHAMPIONSHIPS WARHAMMER 40K: WAR ZONE NEPHILIM: GRAND TOURNAMENT

GRAND TOURNAMENT GAMES

GAME SETUP

1. READ MISSION BRIEFING

Each mission has a mission briefing that will detail the aims of the battle. Each mission will also list one or more additional mission rules that will apply for the duration of the battle, and a series of primary objectives that award victory points to the players. The players should read and familiarize themselves with these before proceeding.

2. 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.

3. CREATE THE BATTLEFIELD

The players now create the battlefield and set up [terrain features](#) using the ITC Player Optimized Terrain Guidelines below.

Prior to each game, players will use a total of 10 minutes of time off of the clock to settle pre-game actions and adjust terrain.

Terrain Placement Rules: terrain will be divided along the centerline of the deployment map rolled. Note: The line will differ based on the map rolled.

The Defender chooses their table side and players separate the terrain as shown in the video below. Note, this is a deviation from the normal order of operations. Starting with the Defender, players alternate placing 1 piece of terrain from their half of the terrain in their table half at a time until all terrain has been placed. All the terrain pieces must be placed.

Note: If a table has a building in the center that cannot be moved unless an objective must be placed in the center of the table then, the Defender adjusts that piece of terrain as their first terrain placement, the minimum distance along the centerline to make room for the center objective. This will result in the building being moved in one of only two directions along the centerline with the intent to keep it as equally in either players' table side as possible. If you are using neoprene objective marker's please ensure that you are placing or adjusting terrain to account for where the 40mm objective is supposed to be in the center of your objective marker.

Note: If either player has a Fortification, they may place it on the table for the purpose of measuring space during this step, but it will be deployed following the normal rules.

Terrain must be at least 4" from a table edge or another piece of terrain.

A 40mm objective markers can be placed on a terrain footprint but cannot touch any terrain walls.

IMPORTANT: TERRAIN MEASUREMENTS ARE MADE FROM THE WALL AND NOT THE FOOTPRINT OF THE TERRAIN.

Note: In the instance one or more players has a model that has a footprint more than 6" in diameter in their narrowest measurement such as a Brass Scorpion, adjust terrain as needed to allow them to be able to traverse the board. When placing terrain, if it is found a model cannot fit through a 4 inch gap, AND it cannot legally move up and over the terrain using its full movement, then move the terrain the minimum distance necessary to allow the model to fit through. Note: Full movement, means a models furthest movement tier without advancing. Call a judge for assistance as needed.

In the instance one or more players has a Fortification, place them during terrain setup treated as an additional terrain feature for the owning player (meaning they may only be set up in their half of the table) following normal rules for Fortification placement per the rule book.

Two tables per each five table section will have terrain pieces (SMOKE STACKS) that fall into the Area Terrain category : INDUSTRIAL STRUCTURE with the added Terrain Trait : UNSTABLE

4. DETERMINE ATTACKER AND DEFENDER

USING THEIR ATC DICE, the players roll off and the winner decides who will be the Attacker and who will be the Defender.

5. CHOOSE DEPLOYMENT ZONE

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

6. SELECT SECONDARY OBJECTIVES

Each player must secretly write down three secondary objectives that they will use in the coming battle. By default, each player will use the following three: [Assassination](#); [Grind Them Down](#); [Behind Enemy Lines](#). However, each player can instead select up to three different secondary objectives to replace these. Players cannot select any secondary objectives from a Codex or Codex supplement.

Once both players have written down the secondary objectives they will use in the battle, they reveal them to their opponent.

7. DECLARE RESERVES AND TRANSPORTS

These missions use the [Strategic Reserves](#) rules.

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 which units are embarked on which model). When both players have done so, they declare their selections to their opponent. Each Dedicated Transport unit from your army must start the battle with one or more friendly models embarked within it. If this is not possible, that Dedicated Transport unit cannot be set up and is treated as having been destroyed.

No more than half the total number of units in a player's army can be Strategic Reserve and/or Reinforcement units, and the combined points value of all 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 the total points value of a player's army, even if every unit in that army has an ability that would allow them to be set up elsewhere.

In War Zone Nephilim: Grand Tournament 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).

8. 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 a player's army is so large that it cannot physically be set up wholly within their deployment zone (i.e. the smallest dimension of that model is greater than the depth of their deployment zone), it must be set up so that it is touching that player's 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.

9. DETERMINE FIRST TURN

USING THEIR ATC DICE, the players roll off. The winner takes the first turn.

10. RESOLVE PRE-BATTLE ABILITIES

The players alternate resolving any pre-battle abilities units from 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.

11. BEGIN THE BATTLE

The first battle round begins. The players continue to resolve [battle rounds](#) until the battle ends.

12. 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.

13. 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 they 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 is painted to a [Battle Ready](#) standard, that player is awarded a bonus 10 victory points. This gives the players a maximum total score out of 100 victory points.

Some [secondary objectives](#) include conditions that can reduce your victory points at the end of the battle. If such conditions apply, first add up all the victory points you scored from that secondary objective (to a maximum of 15), then reduce the total as instructed by that secondary objective (to a minimum of 0). 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 both players agree to end the battle early, then they can end the battle at a mutually agreed point (we suggest at the end of a battle round). The players can then calculate their final victory points totals, taking into account any objectives achieved so far, to determine the victor.

If only one player wants to end the battle early, that player must concede and remove their models from the battlefield. A player who concedes scores 0 victory points for that battle. Their opponent is the victor and they can, if they wish, calculate their final victory points total, taking into account any objectives achieved so far. If their score from primary and [secondary objectives](#) is less than 60 victory points, increase that player's score to 60 victory points. This will be boosted to 70 if that player's army is painted to a [Battle Ready](#) standard.

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 selected 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.

Some Progressive objectives will award victory points 'each time' an enemy model/unit is destroyed. A model/unit can, if it is resurrected for any reason (i.e. it was destroyed and subsequently returned to the battlefield), potentially contribute several victory points due to these types of objectives (assuming it is resurrected and subsequently destroyed several times over).

TOURNAMENT SCORING SHEET

TOURNAMENT SCORING SHEET

1 Battle Size: _____ Incursion* _____ Mission: _____
*Objective as required

2 Attacker's Name: _____

Battle Round	Victory Points Scored				
	Primary Objective 1 Take and hold* Domination*	Primary Objective 2	Secondary Objective 1	Secondary Objective 2	Secondary Objective 3
	<small>*Objective as required</small>	<small>Fill out at start</small>	<small>Fill out at start</small>	<small>Fill out at start</small>	<small>Fill out at start</small>
1					
2					
3					
4					
5					
End Game					
Objective totals	/45	/15	/15	/15	
Battle Ready Score	6 Army was Battle Ready = +10 victory points* Army was not Battle Ready = 0 victory points*				<small>*Objective as required</small>
			Victory Points Total	/100	

5

7

DEFENDER

Battle Round	Victory Points Scored				
	Primary Objective 1 Take and hold* Domination*	Primary Objective 2	Secondary Objective 1	Secondary Objective 2	Secondary Objective 3
	<small>*Objective as required</small>	<small>Fill out at start</small>	<small>Fill out at start</small>	<small>Fill out at start</small>	<small>Fill out at start</small>
1					
2					
3					
4					
5					
End Game					
Objective totals	/45	/15	/15	/15	
Battle Ready Score	6 Army was Battle Ready = +10 victory points* Army was not Battle Ready = 0 victory points*				<small>*Objective as required</small>
			Victory Points Total	/100	

8

Result	Attacker wins*	Defender wins*	Draw*
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*Objective 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).

NEPHILIM SECONDARY OBJECTIVES

By default, each player will use the following three secondary objectives during their War Zone Nephilim battle: [Assassination](#); [Grind Them Down](#); [Behind Enemy Lines](#). However, each player can instead select up to three different secondary objectives to replace these.

The secondary objectives that players can select from can be found below - players cannot select any secondary objectives from a Codex or Codex supplement.

Each secondary objective belongs to one of the following categories: [Purge the Enemy](#); [No Mercy, No Respite](#); [Battlefield Supremacy](#); [Warpcraft](#); [Shadow Operations](#). Players cannot choose more than one secondary objective from each category. Note that in War Zone Nephilim games, players can now select up to three faction secondary objectives, provided all three of their secondary objectives are from different categories.

The players can score a maximum of 15 victory points from each secondary objective (any excess victory points are discounted).

SPACE MARINES AND CHAOS SPACE MARINES

Space Marines (who have the **ADEPTUS ASTARTES** Faction keyword) and Chaos Space Marines (who have the **TRAITORIS ASTARTES** Faction keyword) each have a set of faction secondary objectives that players can select from. In addition, depending on your choice of sub-faction - i.e. your army's Chapter or Legion, respectively - there are additional secondary objectives that you can select from, as explained below.

If every unit from a player's army (excluding **AGENT OF THE IMPERIUM**, **AGENT OF CHAOS** or **UNALIGNED** units) is from the same Chapter or Legion, that player can also select from the appropriate Chapter or Legion secondary objectives.

For example, if every unit from a player's army is from the Dark Angels Chapter, that player can select one or more secondary objectives from the Adeptus Astartes ones, and/or one or more from the Dark Angels secondary objectives.

Similarly, if every unit from a player's army is from the Word Bearers Legion, that player can select one or more secondary objectives from the Traitoris Astartes ones, and/or the Word Bearers secondary objective (Exalt the Dark Gods).

Successor Chapters and Legions

If every unit from your army (excluding **AGENT OF THE IMPERIUM** and **UNALIGNED** units) is from the same [successor Chapter](#), you can select the faction secondary objectives of your Chapter's First Founding Chapter. If you do so, your Chapter's units count as having the keyword of their First Founding Chapter for the purposes of that secondary objective. The only exception to this is if your Chapter is Black Templars; if so, you cannot use the Imperial Fists secondary objective (Bolster Barricades), even though the Black Templars are successors of the Imperial Fists.

If every unit from your army (excluding **AGENT OF CHAOS** and **UNALIGNED** units) is from the same Legion, but that Legion does not have any Legion rules in *Codex: Chaos Space Marines*, then you can select the faction secondary objectives of the Legion whose rules you are using. If you do so, your Legion's units count as having the keyword of the same Legion whose rules you are using for the purposes of that secondary objective.

For example, a player has an army in which every unit is from the Howling Griffons Chapter. This is a

successor Chapter of the Ultramarines, therefore that player can select the We March for Macragge faction secondary objective, and their units count as having the **ULTRAMARINES** keyword for the purposes of that secondary objective.

ATC WARHAMMER 40K ROUND #1 MISSION:

WAR ZONE NEPHILIM: GRAND TOURNAMENT

CONVERSION

MISSION BRIEFING

Your foe will not accept that their defeat is inevitable, and corrupts lands rightfully yours with their blasphemous, oppressive presence. You must break them through force, seize the territory they so wrongfully have claimed for themselves, and convert it and all within to the true faith. This will require iron determination, fierce leadership, full hearts and prayers fresh upon the lips of all.

MISSION RULES

Battle-forged CP Bonus: In this mission, at the start of each player's [Command phase](#), both players gain 1CP, not just the player whose turn it is. These CPs are [Battle-forged CP bonuses](#), and so the limit of gaining a maximum of 1CP per turn does not apply to CPs gained as a result of this rule.

Leading from the Front: In this mission, a player only receives the Battle-forged CP bonus at the start of the Command phase if their **WARLORD** is on the battlefield, or if their **WARLORD** is embarked on a [TRANSPORT](#) model that is on the battlefield.

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD

Progressive Objective

At the end of each player's [Command phase](#), the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 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 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

CORRUPTED GROUND

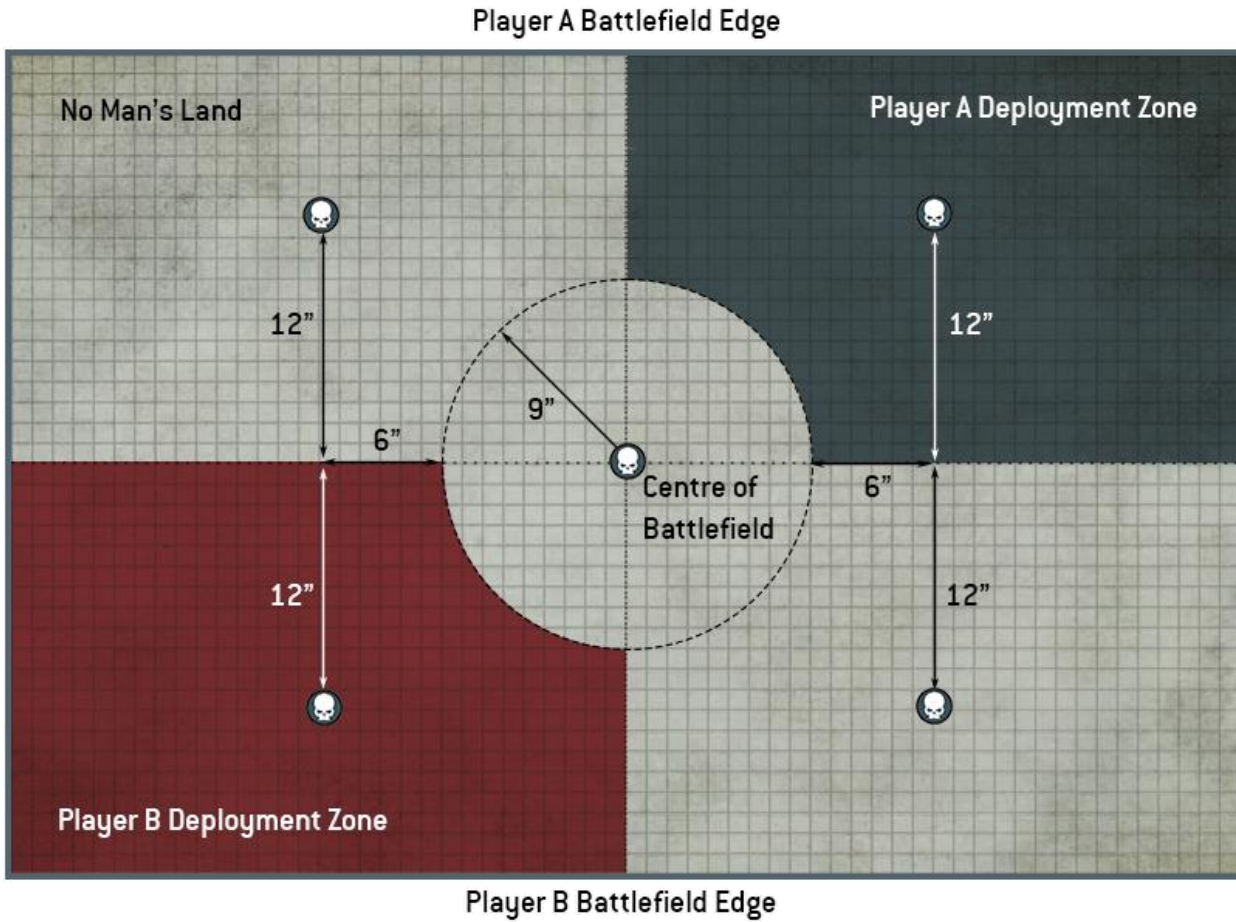
Progressive Objective

At the end of each player's turn, the player whose turn it is:

- Scores 4 victory points if they control the [objective marker](#) in their opponent's deployment zone.
- Scores 2 victory points if they control one or more objective markers that are in no man's land.
- Loses 1 victory point if they do not control the objective marker in their own deployment zone.
- A player's victory point score can never be reduced to less than 0.

**ATC WARHAMMER 40K ROUND #1 MISSION:
WAR ZONE NEPHILIM: GRAND TOURNAMENT**

CONVERSION (CONTINUED)



ATC WARHAMMER 40K ROUND #2 MISSION:

WAR ZONE NEPHILIM: GRAND TOURNAMENT

DATA SCRY-SALVAGE

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

In this mission, units from both players' armies can attempt the following [action](#):

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 the [objective marker](#) within its deployment zone and no enemy units (excluding **AIRCRAFT** units) are within range of that objective marker. This action is completed at the end of your turn, provided the unit performing it is still within range of that objective marker.

Data Terminals: In this mission, if a player controls an objective marker that is in no man's land and at the end of their [Command phase](#) and one or more of their units that are within range of it has the Objective Secured ability or a similar rule, it remains under that player's control unless their opponent controls it at the end of any subsequent phase, even if there are no models within range of it.

Battle-forged CP Bonus: In this mission, at the start of each player's [Command phase](#), both players gain 1CP, not just the player whose turn it is. These CPs are [Battle-forged CP bonuses](#), and so the limit of gaining a maximum of 1CP per turn does not apply to CPs gained as a result of this rule.

PRIMARY OBJECTIVES

This mission has two primary objectives.

DOMINATION

Progressive Objective

At the end of each player's [Command phase](#), the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 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 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 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

ATC WARHAMMER 40K ROUND #2 MISSION: WAR ZONE NEPHILIM: GRAND TOURNAMENT

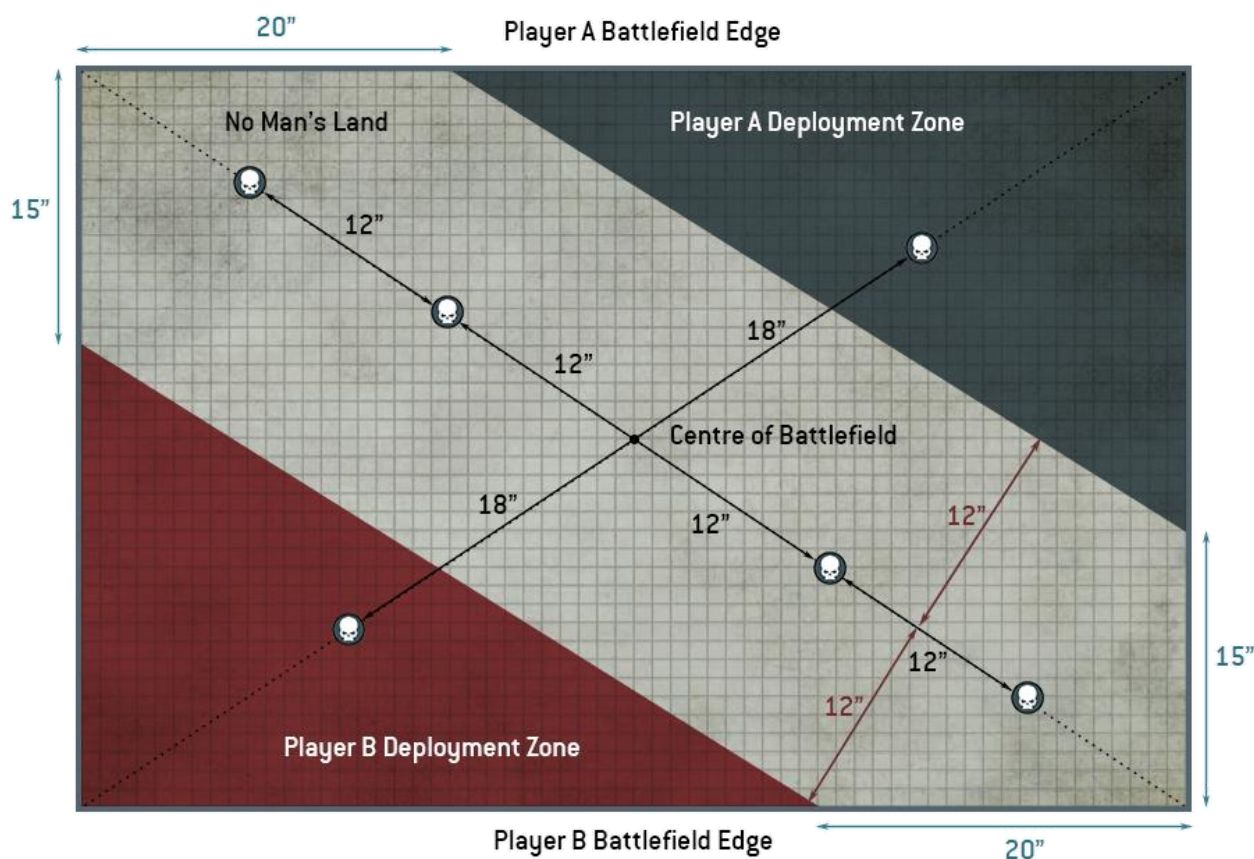
DATA SCRY-SALVAGE (CONTINUED)

DATA INTERCEPT

Progressive Objective

Each time a unit from your army completes the Data Intercept action (see above), you score a number of victory points equal to the number of [objective markers](#) you currently control that are in no man's land (to a maximum of 3 victory points per action).

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".



ATC WARHAMMER 40K ROUND #3 MISSION:

WAR ZONE NEPHILIM: GRAND TOURNAMENT

THE SCOURING

MISSION BRIEFING

Both sides are sweeping through the area, tasking scout units to identify and scan sites of strategic and sacred 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.

MISSION RULES

In this mission, units from both players' armies can attempt the following [action](#):

Auspex Scan (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](#) that has not been scanned by a unit from your army (see below). A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT** units) within 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 comes first), provided the unit performing it is still within range of the same objective marker. If completed, that objective marker is said to have been scanned by your army.

Battle-forged CP Bonus: In this mission, at the start of each player's [Command phase](#), both players gain 1CP, not just the player whose turn it is. These CPs are [Battle-forged CP bonuses](#), and so the limit of gaining a maximum of 1CP per turn does not apply to CPs gained as a result of this rule.

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD

Progressive Objective

At the end of each player's [Command phase](#), the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 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 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

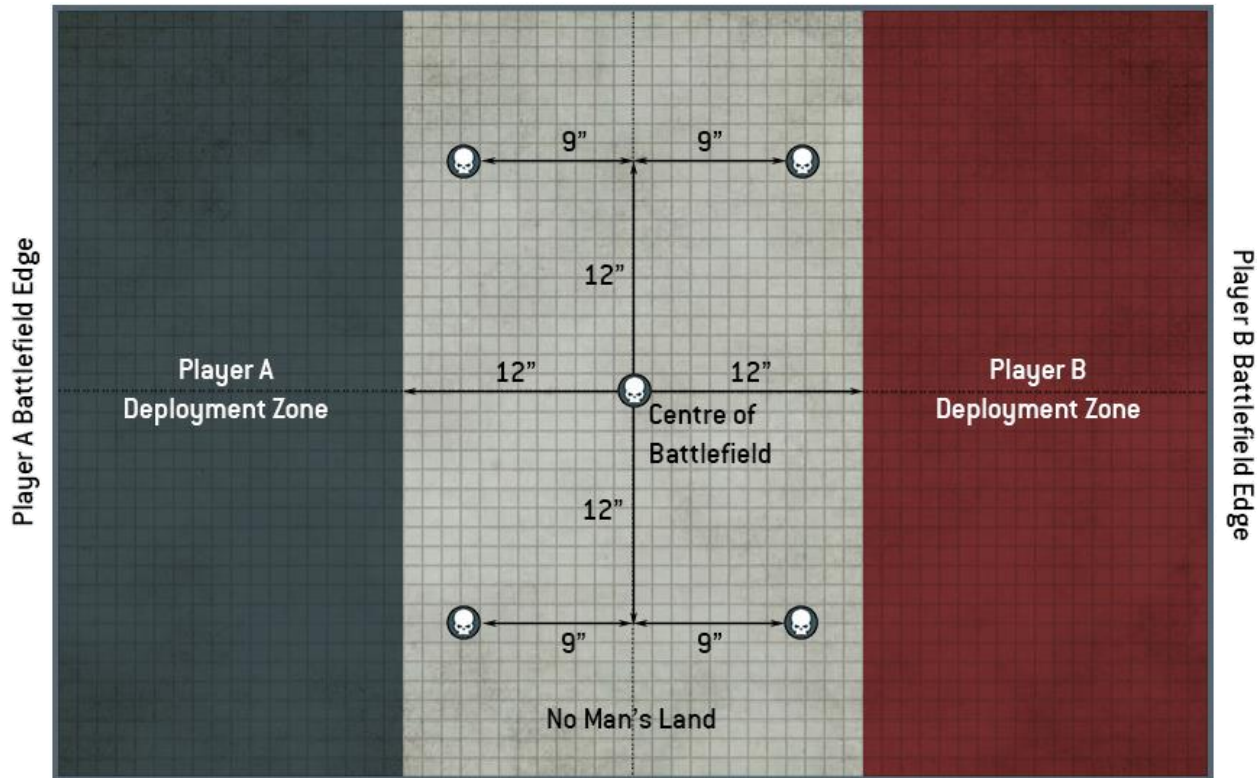
STRATEGIC SCAN

End Game Objective

At the end of the battle, each player scores 3 victory points for each [objective marker](#) on the battlefield that has been scanned by their army (see above).

**ATC WARHAMMER 40K ROUND #3 MISSION:
WAR ZONE NEPHILIM: GRAND TOURNAMENT**

THE SCOURING (CONTINUED)



ATC WARHAMMER 40K ROUND #4 MISSION:

WAR ZONE NEPHILIM: GRAND TOURNAMENT

TIDE OF CONVICTION

MISSION BRIEFING

Your forces' morale is strong, nigh unbreakable, its conviction in its cause and faith greater than ever. Every warrior is determined to fight, to kill the foe and claim territory. Now is the time to swoop over the battlefields, capitalising on the fury and momentum of your forces. Buoyed on their reserves of belief, your forces cannot fail to completely overrun the enemy.

MISSION RULES

Battle-forged CP Bonus: In this mission, at the start of each player's [Command phase](#), both players gain 1CP, not just the player whose turn it is. These CPs are [Battle-forged CP bonuses](#), and so the limit of gaining a maximum of 1CP per turn does not apply to CPs gained as a result of this rule.

Supply Lines: In this mission, a player only receives the Battle-forged CP bonus at the start of the [Command phase](#) if they control the [objective marker](#) in their deployment zone.

PRIMARY OBJECTIVES

This mission has two primary objectives.

DOMINATION

Progressive Objective

At the end of each player's [Command phase](#), the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 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 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 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

OVERRUN

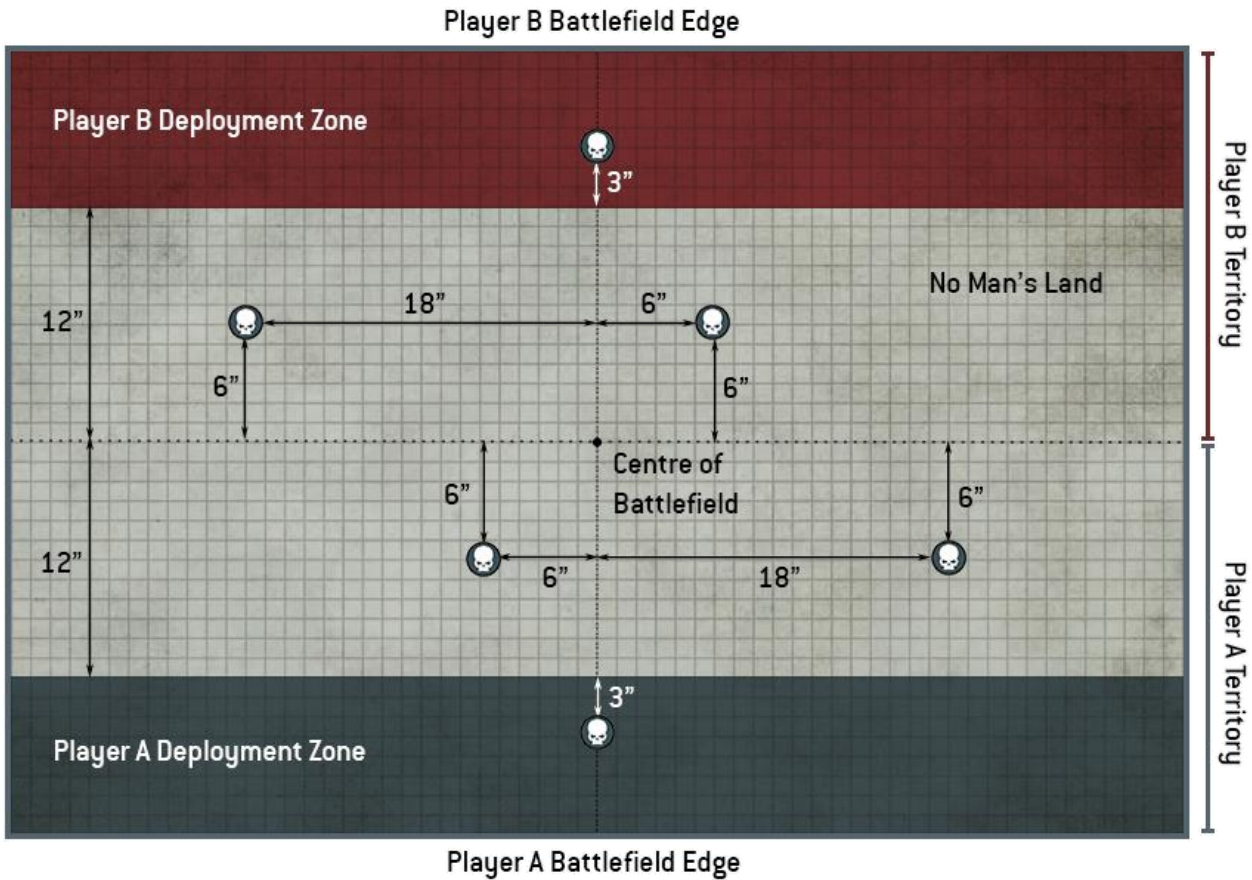
Progressive and End Game Objective

At the end of each player's first, second, third and fourth turn, the player whose turn it is scores 2 victory points if they control at least one [objective marker](#) in their opponent's territory.

At the end of the battle, each player scores 4 victory points if they control the objective marker in their opponent's deployment zone, and 2 victory points for each other objective marker they control that is in their opponent's territory (for a maximum of 8 victory points per player).

**ATC WARHAMMER 40K ROUND #4 MISSION:
WAR ZONE NEPHILIM: GRAND TOURNAMENT**

TIDE OF CONVICTION (CONTINUED)



ATC WARHAMMER 40K ROUND #5 MISSION:

WAR ZONE NEPHILIM: GRAND TOURNAMENT

RECOVER THE RELICS

MISSION BRIEFING

The battlefield is strewn with holy relics important to you and your enemy, whether for veneration or corruption. You must reclaim as many of these vital objectives as you can without sustaining unacceptable casualties in the process. No subject of worship wishes for all of their devoted followers to be slain.

MISSION RULES

Battle-forged CP Bonus: In this mission, at the start of each player's [Command phase](#), both players gain 1CP, not just the player whose turn it is. These CPs are [Battle-forged CP bonuses](#), and so the limit of gaining a maximum of 1CP per turn does not apply to CPs gained as a result of this rule.

Recover Relics: In this mission, a player only receives the Battle-forged CP bonus at the start of the Command phase if they control either one or more [objective markers](#) in their opponents territory, or if they control one or more objective markers in no man's land. In addition, if at the start of their Command phase a player controls the objective marker in their opponent's deployment zone, that player receives 1 additional Command point (this is in addition to the Battle-forged CP bonus).

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD

Progressive Objective

At the end of each player's [Command phase](#), the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 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 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

BREAK THEM, BODY AND SOUL

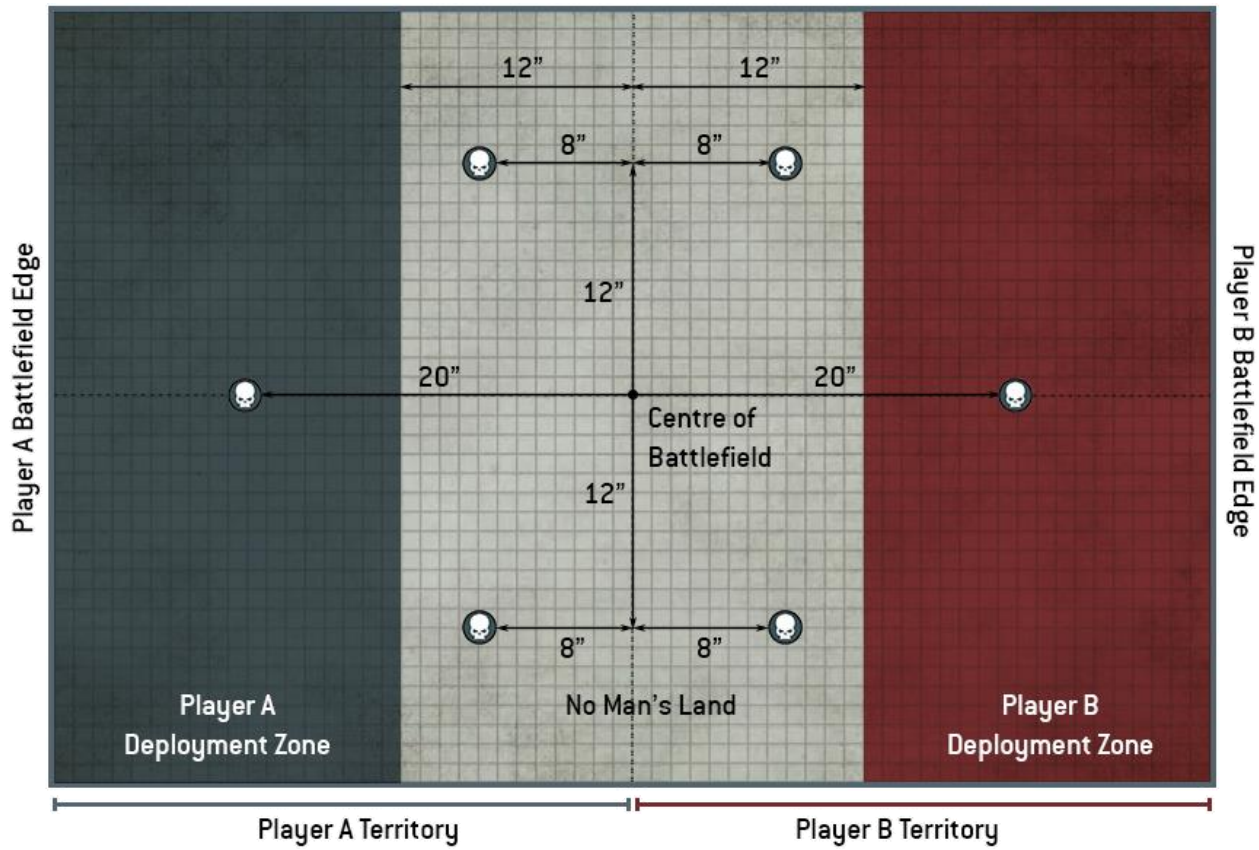
Progressive Objective

At the end of the battle round, each player scores 1 victory point for each enemy unit that was destroyed that battle round (to a maximum of 3 victory points per player per battle round).

ATC WARHAMMER 40K ROUND #5 MISSION:

WAR ZONE NEPHILIM: GRAND TOURNAMENT

RECOVER THE RELICS (CONTINUED)



ATC WARHAMMER 40K ROUND #6 MISSION:

WAR ZONE NEPHILIM: GRAND TOURNAMENT

DEATH AND ZEAL

MISSION BRIEFING

Both forces are moving forward to capture as much ground as possible, purging strategically and morally important sites of enemies as they move. Some warlords prefer a systematic sweep of the surrounding areas, while others favour a more bold, direct attack into the heart of the enemy lines. Regardless, there will be much death to come, and every warrior will rely on their zeal above all to see them through the day and to victory.

MISSION RULES

Battle-forged CP Bonus: In this mission, at the start of each player's [Command phase](#), both players gain 1CP, not just the player whose turn it is. These CPs are [Battle-forged CP bonuses](#), and so the limit of gaining a maximum of 1CP per turn does not apply to CPs gained as a result of this rule.

Objective Purged: In this mission, if a player controls an [objective marker](#) at the end of their Command phase and one or more of their units that are within range of it has the Objective secured ability or a similar rule, it remains under that player's control unless their opponent controls it at the end of any subsequent phase, even if there are no models within range of it.

PRIMARY OBJECTIVES

This mission has two primary objectives.

TAKE AND HOLD

Progressive Objective

At the end of each player's [Command phase](#), the player whose turn it is scores 4 victory points for each of the following conditions they satisfy (for a maximum of 12 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 4 victory points for each of the above conditions they satisfy (for a maximum of 12 victory points).

DIRECT ASSAULT

Progressive Objective

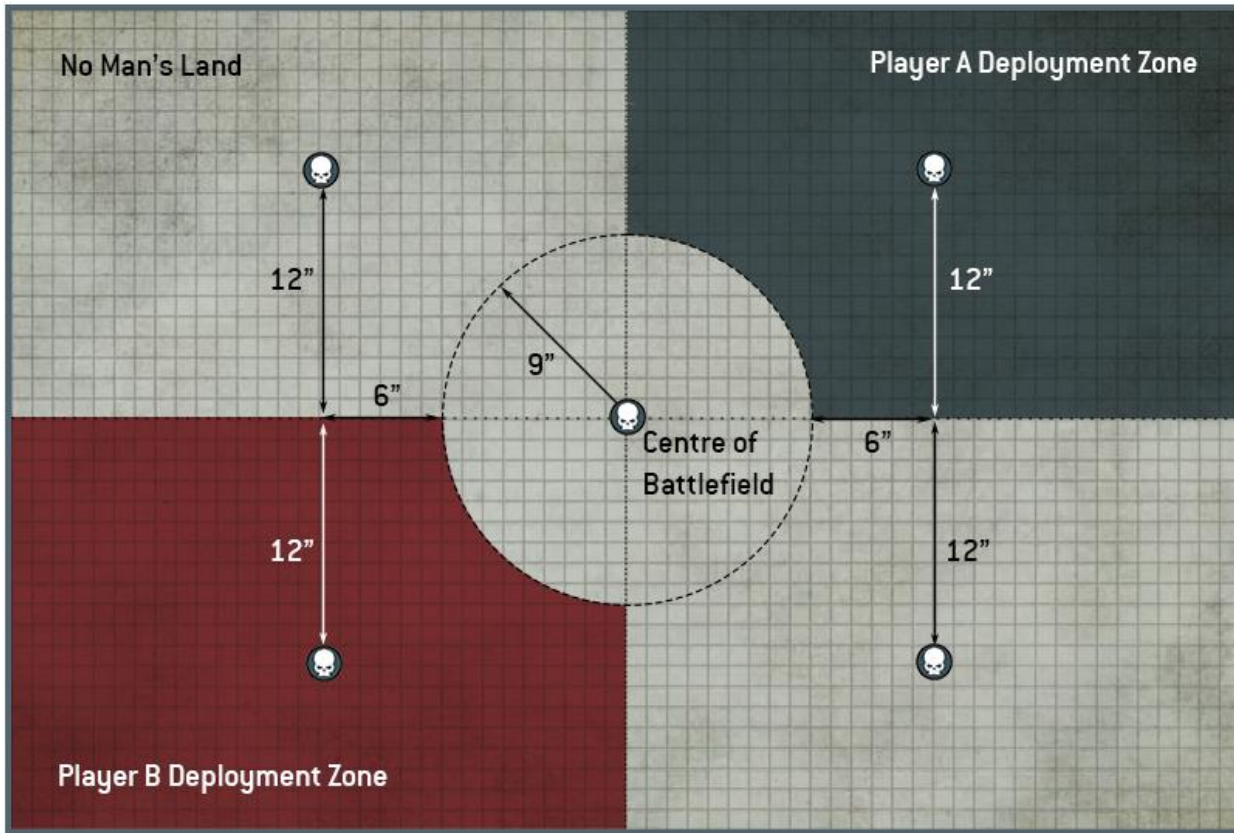
At the end of each player's turn, the player whose turn it is scores 2 victory points if they satisfy one of the following conditions, or 3 victory points if they satisfy both of the following conditions:

- They control every [objective marker](#) on the battlefield or they control at least one objective marker they did not control at the start of their turn.
 - They destroyed at least one enemy unit that was within range of an objective marker at the start of their turn.
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**ATC WARHAMMER 40K ROUND #6 MISSION:
WAR ZONE NEPHILIM: GRAND TOURNAMENT**

DEATH AND ZEAL (CONTINUED)

Player A Battlefield Edge



Player B Battlefield Edge