ITC 8th Edition Scenario 1 - Retrieval

Setup & Instructions:

1. Adjust and define terrain with your opponent (Determine with your opponent which terrain features are ruins, obstacles, barricades, etc).
2. Pick Psychic Powers and Warlord Traits.
3. **DAWN OF WAR DEPLOYMENT (p.216):** Roll off to determine deployment zones.
4. Place Objectives using normal objective placement rules as modified below:
   a. Each player places 1 Retrieval Mission objective in their own deployment zone.
   b. Each player places 1 Maelstrom objective more than 18" away from their own *deployment table edge;* these should be numbered 1 and 2.
   c. All 4 objectives on the board are Retrieval Mission objectives, while the two numbered objectives count also for Maelstrom Objectives (see table below).
5. Roll to determine who deploys first, alternating deploying units as per the main rule book.
6. After both players have finished deploying their army, roll to determine first turn. The player who finished deploying first receives a +1 to this roll. The player that wins the roll can choose to go first or second. The player who is chosen to go second may attempt to seize the initiative.

Reference the ITC Scenario Guidelines for additional scenario information.

MAELSTROM OBJECTIVE TABLE
Roll 3 dice and pick two objectives from this table at the start of each of your turns. Re-roll doubles until all are unique.

1	Hold Maelstrom Objective 1	4	Destroy an Enemy Unit
2	Hold Maelstrom Objective 2	5	Destroy an Enemy Unit
3	Have a unit at least partially within 12" of the enemy deployment edge.	6	Have at least 3 of your and none of your opponent's units in your deployment zone.

3 Point Maelstrom Objective 1:	**3 Point Maelstrom Objective 2**:
If Maelstrom Objectives 1 and 2 are generated, they may be exchanged for: Hold 3 Objectives and earn 3 Maelstrom Points.	If Maelstrom Objectives 4 and 5 are generated, they may be exchanged for: Destroy 3 Enemy Units and earn 3 Maelstrom Points.

Turn 1 Maelstrom Objectives:_____   Turn 4 Maelstrom Objectives: _____

Turn 2 Maelstrom Objectives: _____   Turn 5 Maelstrom Objectives: _____

Turn 3 Maelstrom Objectives: _____   Turn 6 Maelstrom Objectives: _____

SCORING
Indicate results with a check mark in the appropriate box and add the total for your final score.

OBJECTIVE	SUCCESS - 8 Points	TIE - 4 Points	FAILURE - 0 Points	REPORTING	
Eternal War				Opponent's Name:	
Maelstrom				Your Name:	
Bonus - 1pt Each	**Big Game Hunter**	**Linebreaker**	**Slay the Warlord**	YOUR TOTAL SCORE:	/19

ITC 8th Edition Scenario 2 - The Relic

Setup & Instructions:

1. Adjust and define terrain with your opponent (Determine with your opponent which terrain features are ruins, obstacles, barricades, etc).
2. Pick Psychic Powers and Warlord Traits.
3. **HAMMER & ANVIL DEPLOYMENT (p.217):** Roll off to determine deployment zones.
4. Place Objectives using normal objective placement rules as modified below:
    a. The Relic is placed as normal
    b. Each player places 1 Maelstrom objective in their own deployment zone. These are numbered 1 & 2 for Maelstrom mission purposes (see the table below). Total there should only be The Relic and Objectives 1 & 2 on the table.
5. Roll to determine who deploys first, alternating deploying units as per the main rule book.
6. After both players have finished deploying their army, roll to determine first turn. The player who finished deploying first receives a +1 to this roll. The player that wins the roll can choose to go first or second. The player who is chosen to go second may attempt to seize the initiative.

If Neither Player is holding the relic at the end of the game, the game is a tie

Reference the ITC Scenario Guidelines for additional scenario information.

MAELSTROM OBJECTIVE TABLE
Roll 3 dice and pick two objectives from this table at the start of each of your turns. Re-roll doubles until all are unique.

1	Hold Maelstrom Objective 1	4	Destroy an Enemy Unit
2	Hold Maelstrom Objective 2	5	Destroy an Enemy Unit
3	Have a unit at least partially within 12" of the enemy deployment edge.	6	Have at least 3 of your and none of your opponent's units in your deployment zone.

3 Point Maelstrom Objective 1:	**3 Point Maelstrom Objective 2**:
If Maelstrom Objectives 1 and 2 are generated, they may be exchanged for: Hold 3 Objectives and earn 3 Maelstrom Points.	If Maelstrom Objectives 4 and 5 are generated, they may be exchanged for: Destroy 3 Enemy Units and earn 3 Maelstrom Points.

Turn 1 Maelstrom Objectives:_____   Turn 4 Maelstrom Objectives: _____

Turn 2 Maelstrom Objectives: _____   Turn 5 Maelstrom Objectives: _____

Turn 3 Maelstrom Objectives: _____   Turn 6 Maelstrom Objectives: _____

SCORING
Indicate results with a check mark in the appropriate box and add the total for your final score.

OBJECTIVE	SUCCESS - 8 Points	TIE - 4 Points	FAILURE - 0 Points	REPORTING		
Eternal War				Opponent's Name:		
Maelstrom				Your Name:		
Bonus - 1pt Each	**First Strike**	**Table Quarters**	**Slay the Warlord**	YOUR TOTAL SCORE:		/19

ITC 8th Edition Scenario 3 - No Mercy

Setup & Instructions:

1. Adjust and define terrain with your opponent (Determine with your opponent which terrain features are ruins, obstacles, barricades, etc).
2. Pick Psychic Powers and Warlord Traits.
3. **VANGUARD STRIKE DEPLOYMENT (p.217):** Roll off to determine deployment zones.
4. Place Objectives using normal objective placement rules as modified below:
   a. A Maelstrom objective is placed in the center of the board numbered 1.
   b. Each player places one Maelstrom objective in their opponent's deployment zone. These are numbered 2 & 3 for Maelstrom mission purposes (see the table below). Total there should be *three* Maelstrom Objectives.
5. Roll to determine who deploys first, alternating deploying units as per the main rule book.
6. After both players have finished deploying their army, roll to determine first turn. The player who finished deploying first receives a +1 to this roll. The player that wins the roll can choose to go first or second. The player who is chosen to go second may attempt to seize the initiative.

Victory Points are calculated by adding up the total power level of each enemy unit completely destroyed

Reference the ITC Scenario Guidelines for additional scenario information.

MAELSTROM OBJECTIVE TABLE
Roll 3 dice and pick two objectives from this table at the start of each of your turns. Re-roll doubles until all are unique.

1	Hold Maelstrom Objective 1	4	Have more units (including all models) further than 12" from your deployment table edge than your opponent does from theirs.
2	Hold Maelstrom Objective 2	5	Have a unit at least partially within 12" of the enemy deployment table edge.
3	Hold Maelstrom Objective 3	6	Have at least 3 of your and none of your opponent's units within 12" your deployment table edge.

3 Point Maelstrom Objective:
If any two of Maelstrom Objectives 1 2, and 3 are generated, they may be exchanged for: Hold 3 Objectives and earn 3 Maelstrom Points.

Turn 1 Maelstrom Objectives:_____   Turn 4 Maelstrom Objectives: _____

Turn 2 Maelstrom Objectives: _____   Turn 5 Maelstrom Objectives: _____

Turn 3 Maelstrom Objectives: _____   Turn 6 Maelstrom Objectives: _____

SCORING
Indicate results with a check mark in the appropriate box and add the total for your final score.

OBJECTIVE	SUCCESS - 8 Points	TIE - 4 Points	FAILURE - 0 Points	REPORTING	
Eternal War				**Opponent's Name:**	
Maelstrom				**Your Name:**	
Bonus - 1pt Each	**First Strike**	**King of the Hill**	**Slay the Warlord**	**YOUR TOTAL SCORE:**	/19

ITC 8th Edition Scenario 4 - The Scouring

Setup & Instructions:

1. Adjust and define terrain with your opponent (Determine with your opponent which terrain features are ruins, obstacles, barricades, etc).
2. Pick Psychic Powers and Warlord Traits.
3. **SEARCH & DESTROY DEPLOYMENT (p.216):** Roll off to determine deployment zones.
4. Place Objectives using normal objective placement rules as modified below:
   a. Each player places three Maelstrom Objectives. Maelstrom Objective 1 is placed in their own deployment zone, #2 and #3 must be placed outside either player's deployment zone, with no more than two in each table quarter.
   b. These objectives are also the Scouring Objectives, which are worth points equal to their number (i.e.: Maelstrom Objective 2 is worth 2 points for the Scouring). There should be **six** objectives total on the table.
5. Roll to determine who deploys first, alternating deploying units as per the main rule book.
6. After both players have finished deploying their army, roll to determine first turn. The player who finished deploying first receives a +1 to this roll. The player that wins the roll can choose to go first or second. The player who is chosen to go second may attempt to seize the initiative.

Reference the ITC Scenario Guidelines for additional scenario information.

MAELSTROM OBJECTIVE TABLE
Roll 3 dice and pick two objectives from this table at the start of each of your turns. Re-roll doubles until all are unique.

1	Hold either Maelstrom Objective 1	4	Destroy an enemy unit
2	Hold either Maelstrom Objective 2	5	Destroy an enemy unit
3	Hold either Maelstrom Objective 3	6	Destroy an enemy unit

3 Point Maelstrom Objective 1:	**3 Point Maelstrom Objective 2:**
If any two of Maelstrom Objectives 1, 2, and 3 are generated, they may be exchanged for: Hold 3 Objectives and earn 3 Maelstrom Points.	If any two of Maelstrom Objectives 4, 5, and 6 are generated, they may be exchanged for: Destroy 3 Enemy Units and earn 3 Maelstrom Points.

Turn 1 Maelstrom Objectives:_____   Turn 4 Maelstrom Objectives: _____

Turn 2 Maelstrom Objectives: _____   Turn 5 Maelstrom Objectives: _____

Turn 3 Maelstrom Objectives: _____   Turn 6 Maelstrom Objectives: _____

SCORING
Indicate results with a check mark in the appropriate box and add the total for your final score.

OBJECTIVE	SUCCESS - 8 Points	TIE - 4 Points	FAILURE - 0 Points	REPORTING	
Eternal War				Opponent's Name:	
Maelstrom				Your Name:	
Bonus - 1pt Each	**Big Game Hunter**	**Linebreaker**	**Slay the Warlord**	YOUR TOTAL SCORE:	/19

ITC 8th Edition Scenario 5 - Big Guns Never Tire

Setup & Instructions:

1. Adjust and define terrain with your opponent (Determine with your opponent which terrain features are ruins, obstacles, barricades, etc).
2. Pick Psychic Powers and Warlord Traits.
3. **FRONT-LINE ASSAULT DEPLOYMENT (p.217):** Roll off to determine deployment zones.
4. Place Objectives using normal objective placement rules as modified below:
    a. Each player places Maelstrom Objective number 1 in their own deployment zone, and their Maelstrom Objective number 2 in their opponent's deployment zone.
    b. These objectives are also the Big Guns Never Tire Objectives. There should be *four* objectives total on the table.
5. Roll to determine who deploys first, alternating deploying units as per the main rule book.
6. After both players have finished deploying their army, roll to determine first turn. The player who finished deploying first receives a +1 to this roll. The player that wins the roll can choose to go first or second. The player who is chosen to go second may attempt to seize the initiative.

Reference the ITC Scenario Guidelines for additional scenario information.

MAELSTROM OBJECTIVE TABLE
Roll 3 dice and pick two objectives from this table at the start of each of your turns. Re-roll doubles until all are unique.

1	Hold Maelstrom Objective 1 in the **enemy** deployment zone	4	Hold Maelstrom Objective 2 in **your** deployment zone.
2	Hold Maelstrom Objective 2 in the **enemy** deployment zone	5	Destroy an enemy unit
3	Hold Maelstrom Objective 1 in **your** deployment zone.	6	Destroy an enemy unit

3 Point Maelstrom Objective 1:	**3 Point Maelstrom Objective 2**:
If any two of Maelstrom Objectives 1, 2, 3, or 4 are generated, they may be exchanged for: Hold 3 Objectives and earn 3 Maelstrom Points.	If Maelstrom Objectives 5 and 6 are generated, they may be exchanged for: Destroy 3 Enemy Units and earn 3 Maelstrom Points.

Turn 1 Maelstrom Objectives:_____   Turn 4 Maelstrom Objectives: _____

Turn 2 Maelstrom Objectives: _____   Turn 5 Maelstrom Objectives: _____

Turn 3 Maelstrom Objectives: _____   Turn 6 Maelstrom Objectives: _____

SCORING
Indicate results with a check mark in the appropriate box and add the total for your final score.

OBJECTIVE	SUCCESS - 8 Points	TIE - 4 Points	FAILURE - 0 Points		REPORTING	
Eternal War					Opponent's Name:	
Maelstrom					Your Name:	
Bonus - 1pt Each	**Ground Control**	**Linebreaker**	**Slay the Warlord**	YOUR TOTAL SCORE:		/19

ITC 8th Edition Scenario 6 - Secure & Control

Setup & Instructions:

1. Adjust and define terrain with your opponent (Determine with your opponent which terrain features are ruins, obstacles, barricades, etc).
2. Pick Psychic Powers and Warlord Traits.
3. **SPEARHEAD ASSAULT DEPLOYMENT (p.216):** Roll off to determine deployment zones.
4. Place Objectives using normal objective placement rules as modified below:
   a. Each player places one Secure and Control Mission objective (These Objectives are numbered 3) in their own deployment zone. There should only be *two* total Secure and Control objectives.
   b. Each player places two Maelstrom objectives (These objectives are numbered 1 and 2) more than 18" away from their own deployment edge. There should be *four* total Maelstrom objectives.
5. Roll to determine who deploys first, alternating deploying units as per the main rule book.
6. After both players have finished deploying their army, roll to determine first turn. The player who finished deploying first receives a +1 to this roll. The player that wins the roll can choose to go first or second. The player who is chosen to go second may attempt to seize the initiative.

Reference the ITC Scenario Guidelines for additional scenario information.

MAELSTROM OBJECTIVE TABLE
Roll 3 dice and pick two objectives from this table at the start of each of your turns. Re-roll doubles until all are unique.

1	Hold Maelstrom Objective 1	4	Destroy an enemy unit
2	Hold Maelstrom Objective 2	5	Have a unit at least partially within the enemy deployment zone.
3	Destroy an enemy unit	6	Have at least 3 of your units and no enemy units at least partially within your own deployment zone.

3 Point Maelstrom Objective 1:	**3 Point Maelstrom Objective 2:**
If any two of Maelstrom Objectives 1 & 2 are generated, they may be exchanged for: Hold 3 Objectives and earn 3 Maelstrom Points.	If Maelstrom Objectives 3 & 4 are generated, they may be exchanged for: Destroy 3 Enemy Units and earn 3 Maelstrom Points.

Turn 1 Maelstrom Objectives:_____   Turn 4 Maelstrom Objectives: _____

Turn 2 Maelstrom Objectives: _____   Turn 5 Maelstrom Objectives: _____

Turn 3 Maelstrom Objectives: _____   Turn 6 Maelstrom Objectives: _____

SCORING
Indicate results with a check mark in the appropriate box and add the total for your final score.

OBJECTIVE	SUCCESS - 8 Points	TIE - 4 Points	FAILURE - 0 Points	REPORTING	
Eternal War				**Opponent's Name:**	
Maelstrom				**Your Name:**	
Bonus - 1pt Each	**First Blood**	**Linebreaker**	**Slay the Warlord**	**YOUR TOTAL SCORE:**	/19

ITC 2017 Scenario Guidelines

STRATAGEM: NEW ORDERS

After rolling for your Maelstrom Objectives in any mission, once all duplicate rolls have been re-rolled, you may use two Command Points to reroll a single Maelstrom dice (re-rolling as normal to generate three unique results). The final result must be accepted, even if it is the same as before the command points were used.

Definitions:

- **Victory Points:** used to determine which player wins a Eternal War or Maelstrom mission within an ITC Scenario. A result of 0-0 is not considered a tie for missions where this applies.
- **Mission Points:** used to determine which player wins an ITC Scenario.
- **Battle Score:** used to determine a player's overall standing within a tournament.
- **Deployment Zone**: The specific area where a player may legally deploy models at the start of the game as outlined by the corresponding maps in the main rule book.
- **Deployment Table Edge**: Your deployment table edge is determined by the side with the longest distance in inches that you may set up your models in any direction during deployment.

Objective Marker Guidelines

- ITC Standard Objectives are between 25mm and 40mm in size.
- Distance to and from an objective is measured in three dimensions from the nearest edge of the objective, which may be the top in the instance that you must measure above it.
- Objectives are considered clear terrain for movement purposes but Fortifications may not be placed on top of Objective Markers.

General Scoring Guidelines:

- Players score each mission in the ITC Scenarios separately, which then generate Mission Points to determine who wins the scenario.
- The Eternal War and Maelstrom missions are worth 8 Mission Points if won, 4 mission points to each player if the mission is tied, and 0 mission points if the mission is lost.
- Each Bonus Point is worth 1 Mission Point. This generates a score of between 0-19 Mission Points.
- The player with the most Mission Points at game's end, wins. If both players have the same number of Mission Points, the game is scored as a tie.
    - A win adds 1,000 to the scenario winners Mission Points to generate their Battle Score for the round. Example: Player A wins a Scenario with 7 Mission Points. Their Battle Score for the round would be 1,007.
    - A tie adds 500 to both players Mission Points to determine their Battle Score for the round. Example: Player A and B tie a game, 5 Missions Points each. They would both have a Battle Score of 505 for the round.
    - A loss adds 0 to the loser of the scenario's Mission Points to generate their Battle Score for the round. Example: Player C loses a Scenario with 2 Mission Points. They would have a Battle Score of 2 for the round.
- Pair players in descending order of Battle Scores each round. Example: the players with the 2 highest Battle Scores play on table 1, the players with the 3rd and 4th highest Battle Scores play on table 2, etc.

- Adding the Battle Score for each round of play, the player with the highest Battle Score at the end of the tournament is the Tournament Champion.
    - o   In the case of a tied Battle Score at the end of a tournament, add the Battle Scores of the tied players' opponents. The player whose opponents' combined Battle Scores are higher, wins. Example: Player A and B are tied for 2nd place, each with a Battle Score of 4,037. The TO adds up the combined Battle Scores of each player's opponents, and finds that Player A's opponents combined Battle Scores are greater than Player B's, and as such, Player A ranks in 2nd place for the tournament and Player B takes 3rd place.

Modified Eternal War Missions:

- Played per the Warhammer 40,000 rulebook with modifications listed on the scenario sheet. Note, any victory points earned from missions such as destroying Heavy Support units in Big Guns Never Tire count towards the Eternal War mission score, per standard play.

Modified Maelstrom Missions:

- At the beginning of each PLAYER TURN, the controlling player rolls three times on the scenario maelstrom table. Reroll any duplicate numbers until 3 unique numbers are generated. The controlling player then decides which 2 of the three objectives they will attempt to achieve and circles them on their score sheet, informing their opponent of their decision.
- At the beginning of their next player turn, before generating new Maelstrom Points, the controlling player earns 1 pt per Maelstrom Mission achieved.
    - o   Note, if you roll two Destroy an Enemy Unit objectives, destroying 1 unit earns you 1pt, destroying 2 units earns you 2pts.
    - o   Note, no Maelstrom Points will be earned in the first game turn, as scoring begins on game turn 2.
    - o   Note, no Maelstrom Points will be earned for events within the 7th game turn, as there is no "8th turn" in which to score points.
- If the controlling player opts to forego both of their Maelstrom Points to attempt a 3 point Maelstrom objective, they must inform their opponent of this after generating their Maelstrom Points. This is an all or nothing choice, the controlling player achieves 0 Maelstrom Points for the turn if they fail to achieve the 3 point objective.
- Regardless of circumstance, no more than three Maelstrom Points may be earned in a player turn.

Command Points

- You cannot use the "Command Re-roll" stratagem to re-roll any of the rolls used for mission setup.
- You cannot use the "Command Re-roll" stratagem to re-roll dice used for Maelstrom Objective generation
- You cannot use the "Command Re-roll" stratagem to re-roll dice used to Seize the Initiative or to determine game length.

Bonus Point Guidelines:

- First Blood: Per the main rule book.
- Linebreaker: Per the main rule book.
- Slay the Warlord: Per the main rule book.
- Big Game Hunter: At the end of the game, of all destroyed units, the player that destroyed the unit with the highest Power Level wins this point.
    - o   Note: You do not need to destroy your opponent's most valuable unit to achieve this point, but simply destroy a unit of theirs with the highest Power Level than any of yours they destroyed.
    - o   Note: Combat Squads of Marines each count as an individual unit, worth half the full unit's cost.
    - o   Note: While rare, it is possible for both players to earn this point.
- First Strike: A player earns this point if they destroy an enemy unit in the first game turn.
    - o   Note: Both players can earn this point.
- Table Quarters: The player with the most models in a table quarter controls that quarter. The player that controls more table quarters wins this point.
    - o   Note: Units in a transport do not count towards this objective unless they are disembarked from their transport.
    - o   Note: While rare, it is possible for both players to earn this point.
- King of the Hill: The player with more models at least partially within 6″ of the center point of the table wins this point..
    - o   Note: Units in a transport do not count towards this objective unless they are disembarked from their transport.
    - o   Note: While rare, it is possible for both players to earn this point.
- Ground Control: Control or contest two or more objectives at the end of the game to achieve this point.