

## ITC 2016 Scenario 1

1. **Step 1.** Adjust and define terrain with your opponent.
2. **Step 2.** Roll for Psychic Powers/Gifts/etc.
3. **Step 3.** Roll for deployment zones. **DAWN OF WAR DEPLOYMENT**
4. **Step 5.** Place Objectives using normal objective placement rules as modified below.
  - a. Each player places 1 Emperor's Will objective (Objectives numbered 3) in their own deployment zone.
  - b. Each player places 1 Maelstrom objective more than 18" away from their own deployment edge, these should be numbered 1 and 2.
5. **Step 6.** Roll for Warlord traits per usual in the BRB Pg. 124. Do not use the Tactical Traits table. If your opponent has a LoW and you do not, you can roll on the Escalation Warlord table (pg.34 of the Escalation Supplement).
6. **Step 7.** Roll for Night Fighting.
7. **Step 8.** Roll for first turn. The player that wins the roll can choose to go first or second. The player going first then deploys first and goes first unless the other player seizes the initiative.
8. [Reference the ITC Scenario Guidelines for additional scenario information.](#)

**Dawn of War Mission:** Modified Emperor's Will: 4 Mission Points if achieved, 2pts if tied, 0 pts if lost.

**Maelstrom Mission:** Modified Maelstrom: 4 Mission Points if achieved, 2pts if tied, 0 pts if lost.

1. Hold Maelstrom Objective 1
2. Hold Maelstrom Objective 2
3. Have a scoring unit at least partially within 12" of the enemy deployment edge.
4. Destroy an Enemy Unit
5. Destroy an Enemy Unit
6. Have at least 3 of your and none of your opponent's scoring units in your deployment zone.
  - 3 Point Maelstrom Objective 1: If Maelstrom Objectives 1 and 2 are generated, they may be exchanged for: Hold 3 Objectives and earn 3 Maelstrom Points.
  - 3 Point Maelstrom Objective 2: 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: \_\_\_\_\_

**Bonus Points:** 1 Mission Point each: Kill Team Kills, Linebreaker, Slay the Warlord.

Kill Team Kills : Achieved by the player whose Kill team has the most units killed

**My Name** \_\_\_\_\_ **My Mission Points Out of 11 Total Points:** \_\_\_\_\_

## ITC 2016 Scenario 2

9. **Step 1.** Adjust and define terrain with your opponent.
10. **Step 2.** Roll for Psychic Powers/Gifts/etc.
11. **Step 3.** Roll for deployment zones. **HAMMER AND ANVIL DEPLOYMENT**
12. **Step 5.** 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 and 2.
13. **Step 6.** Roll for Warlord traits per usual in the BRB Pg. 124. Do not use the Tactical Traits table. If your opponent has a LoW and you do not, you can roll on the Escalation Warlord table (pg.34 of the Escalation Supplement).
14. **Step 7.** Roll for Night Fighting.
15. **Step 8.** Roll for first turn. The player that wins the roll can choose to go first or second. The player going first then deploys first and goes first unless the other player seizes the initiative.
16. [Reference the ITC Scenario Guidelines for additional scenario information.](#)

**Dawn of War Mission:** The Relic: 4 Mission Points if achieved, 2pts if tied, 0 pts if lost.

**Maelstrom Mission:** Modified Maelstrom: 4 Mission Points if achieved, 2pts if tied, 0 pts if lost.

7. Hold Maelstrom Objective 1
8. Hold Maelstrom Objective 2
9. Have a scoring unit at least partially within 12" of the enemy deployment edge.
10. Destroy an Enemy Unit
11. Destroy an Enemy Unit
12. Have at least 3 of your and none of your opponent's scoring units in your deployment zone.
  - 3 Point Maelstrom Objective 1: If Maelstrom Objectives 1 and 2 are generated, they may be exchanged for: Hold 3 Objectives and earn 3 Maelstrom Points.
  - 3 Point Maelstrom Objective 2: 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: \_\_\_\_\_

**Bonus Points:** 1 Mission Point each: First Strike, Slay the Warlord, Kill Team Lives

Kill Team Lives: Achieved if Kill Team survives and is on the board at the end of the game

**My Name** \_\_\_\_\_ **My Mission Points Out of 11 Total Points:** \_\_\_\_\_

### ITC 2016 Scenario 3

17. **Step 1.** Adjust and define terrain with your opponent.
18. **Step 2.** Roll for Psychic Powers/Gifts/etc.
19. **Step 3.** Roll for deployment zones. **VANGUARD STRIKE DEPLOYMENT**
20. **Step 5.** Place Objectives using normal objective placement rules as modified below.
  - a. A Maelstrom Objective is placed in the center of the table, numbered 1.
  - b. Each player places 1 Maelstrom Objective in their opponent's deployment zone, these should be numbered 2 and 3.
21. **Step 6.** Roll for Warlord trait per usual in the BRB Pg. 124. Do not use the Tactical Traits table. If your opponent has a LoW and you do not, you can roll on the Escalation Warlord table (pg.34 of the Escalation Supplement).
22. **Step 7.** Roll for Night Fighting.
23. **Step 8.** Roll for first turn. The player that wins the roll can choose to go first or second. The player going first then deploys first and goes first unless the other player seizes the initiative.
24. [Reference the ITC Scenario Guidelines for additional scenario information.](#)

**Primary Mission:** Purge the Alien: 4 Mission Points if achieved, 2pts if tied, 0 pts if lost.

**Secondary Mission:** Modified Maelstrom: 4 Mission Points if achieved, 2pts if tied, 0 pts if lost.

1. Hold Objective 1
2. Hold Objective 2
3. Hold Objective 3
4. Have more scoring units at least partially further than 12" from your deployment edge than your opponent.
5. Have a scoring unit at least partially within 12" of your opponent's deployment edge.
6. Have at least 3 of your scoring units and no enemy scoring units at least partially within 12" of your deployment edge.
  - 3 Point Maelstrom Objective: If any 2 of Maelstrom Objectives 1, 2 or 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: \_\_\_\_\_

**Bonus Points:** 1 Mission Point each: Kill Team Dies, King of the Hill, First Strike.

Kill Team Dies : Achieved if opponents Kill Team is destroyed or off the board at the end of the game

**My Name** \_\_\_\_\_ **My Mission Points Out of 11 Total Points:** \_\_\_\_\_