**1.0 Format & Schedule**

The Scourging of the Guard is a recreation of a large-scale battle set in the Pyrriah campaign. It is a part-competitive, part-narrative game in which players participate as generals leading one of several armies: Ultramarines, Black Templars, Dark Angels, Space Wolves, Tyranids, Orks, Chaos Renegade Guard, Khorne Daemonkin and Eldar. The armies are divided into two teams: the Imperium (Ultramarines, Black Templars, Dark Angels, Space Wolves) and the Enemies of Man (Tyranid, Orks, Chaos, Daemonkin). The Eldar fight for themselves, belonging to neither team.

The game is played over 5 hours, with a break for lunch. The tentative schedule is as follows:

9-10 am: Set Up, Breakfast, & Appearance Judging

10 am – 1 pm: Gaming

1-2 pm: Lunch

2-4 pm: Gaming

4-5 pm: Awards and Clean Up

The date for the game is Saturday, June 4, at 3501 North Kensington Street, Arlington, VA 22207.

**2.0 Scoring and Awards**

The Scourging of the Guard is both a narrative and competitive game. It is narrative in the sense that the missions and objectives are tied to a thematic encounter. In addition, Guard Base Alpha may make an appearance in future Pyrriah story lines, and whether it is still held by the Imperium, or has fallen to the Tyranids or Chaos, will be an important part of that story.

It is also competitive in that player try to gain points in order to win as a team – either the Imperium or the Enemies of Man – and as individual armies. Again, this is competitive, but also narrative, since there are many competing interests and rivalry among the armies fighting on Pyrriah, and loyalty is rare.

**2.1. Scoring**

Broadly speaking, players seek to obtain team victory by amassing the most *Mission points* by the end of the game. Mission points are awarded for achieving a primary objective that is sought out by both the Imperium and the Enemies of Man. This is a “zero sum” strategic objective, where a win by one side is a loss for the other. The primary strategic objective is known to all players and Mission points are tallied at the end of each Game Turn on a whiteboard.

Individual army victory is gained by amassing the most *Victory points* by the end of the game. Unlike Mission points, Victory points are specific to each army and need not be zero sum. Sometimes achieving a Victory point will also assist teammates to achieve Mission points for the whole team. But sometimes Victory points will result in points for an individual army, but undermine the ability of the team as a whole to gain Mission points. Some Victory points require achieving goals that are common to more than one army. There are multiple secondary schemes. Secondary schemes are known to all players and are calculated at the end of each player’s turn on a whiteboard.

Finally, there are “*Heroic Exploits*” which are specific tasks that if achieved, earn both Victory points for the individual army and Mission points for his team. As the name implies, Heroic Exploits involve unusual and highly memorable feats of tactics or courage. Unlike the primary strategic objective and secondary schemes, Heroic Exploits are given in secret to the players and may be kept secret until achieved. Once achieved, the Heroic Exploits must be revealed and the points are added to the Mission and Victory points tallies on the whiteboard.

Unlike all the other armies, Eldar stand alone without permanent allies or enemies on the battlefield. Eldar chiefly play the role of the spoiler, seeking to ensure that both sides inflict maximum casualties on each other and that no one side emerges unscathed. Because they belong to neither team, Eldar cannot earn Mission points, but only Victory points. Like other armies, Eldar can earn Victory points through completion of a Heroic Exploit.

**2.2. Team Award**

A Team Award will be given either to the Imperium or the Enemies of Man, whichever achieves the most Mission Points at the end of the game.

**2.3. Individual Awards**

**2.3.1. Best General**

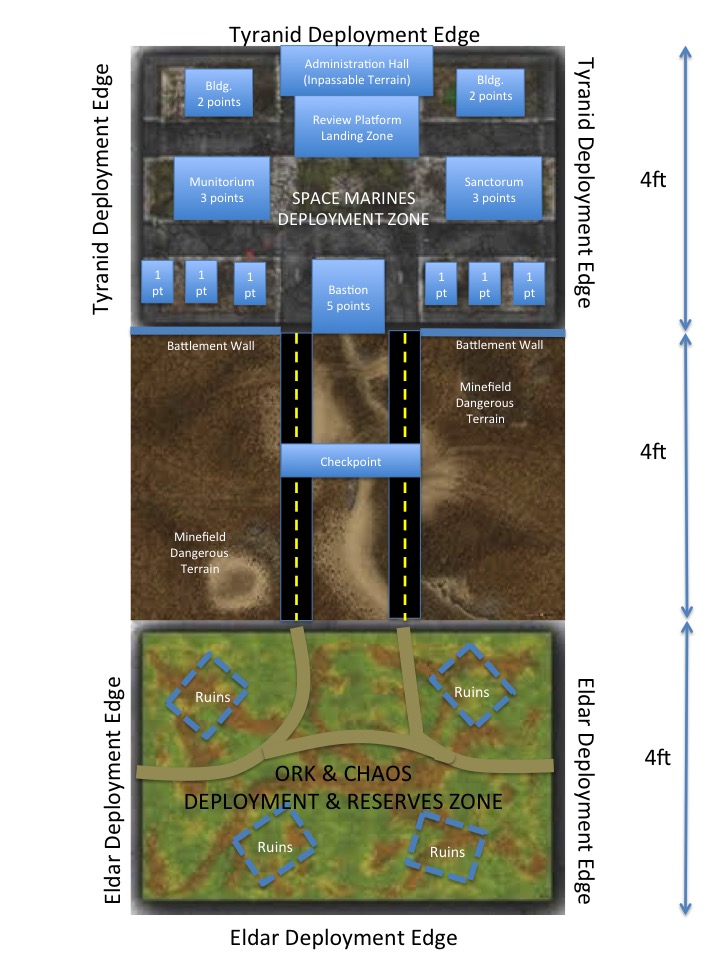
An Individual Award will be given to the participant whose army achieves the most Victory Points at the end of the game.

**2.3.2. Best Appearance**

An Individual Award will be given to the participant whose army is voted to have the best appearance (a combination of painting, conversions, and thematic interest). Judging will be by all players before gaming begins. A table will be set up where armies can be displayed. Each player will have a slip of paper on which to write the army with the best appearance. The slips of paper will be put into a jar and drawn out. Whichever army has the most votes wins. A player cannot vote for his own army.

**2.3.3. Best Sportsman (x2)**

An Individual Award will be given to a participant on the Imperium and on the Enemies of Man, who is voted as the most fun & sportsmanly opponent by the members of the opposite team. Both teams can also cast votes for the Eldar player.

**3.0 The Battlefield**

**3.1 General Overview**

The battlefield is divided into three zones: (1) Guard Base Alpha, (2) a Village – now destroyed and occupied by Orks, Daemonkin and Chaos, and (3) the Minefield between the Village and the Guard Base. Each zone is of equal size (6’x4’). The total size of the gaming area is therefore 6’x12’.

**3.2 Deployment Zones (Space Marines/Orks/Daemonkin/Chaos)**

Unless allocated to reserves (see Section 6.3), all space marine forces must begin the game deployed in the Guard Base Alpha zone. Scout and infiltrate rules may allow a unit or model to start outside of deployment zone, however. Units and models may be deployed anywhere in the zone, including within buildings (if accessible) or on battlements. Units in reserve must enter the Guard Base zone from one of the three edges that are not adjacent to the Minefield. Unless otherwise required by a rule, the Imperium players may decide which side a unit or model will enter from. Deepstrike and Infiltrate units may enter the battlefield per the Deepstrike and Infiltrate universal special rules and are not restricted to deployment within the Guard Base Alpha zone.

Unless allocated to reserves (see Section 6.3), all Ork, Daemonkin and Chaos forces must begin the game deployed in the Village zone. Scout and infiltrate may allow unit or model to start outside of deployment zone. Units and models may be deployed anywhere in the zone. Units in reserve must enter the Village zone from one of the three edges that are not adjacent to the Minefield. Unless otherwise required by a rule, the Ork, Daemonkin, and Chaos players may decide which side a unit or model will enter from. Deepstrike and Infiltrate units may enter the battlefield per the Deepstrike and Infiltrate universal special rules and are not restricted to deployment within the Village zone.

**3.3 Entry Zones (Tyranids/Eldar)**

All Tyranid forces must enter the battlefield on one of the three sides of the Guard Base Alpha zone that are not adjacent to the Minefield. Unless otherwise required by a rule, the Tyranid player may decide which side a unit or model will enter from. Not all forces need enter from the same side. As provided in Section 3.6 below, Tyranid forces cannot enter into the battlefield through the Administration Hall building (it is treated as impassable terrain). Deepstrike and Infiltrate units may enter the battlefield per the Deepstrike and Infiltrate universal special rules and are not restricted to deployment within the Guard Base Alpha zone.

All Eldar forces must enter the battlefield on one of the three sides of the Village zone that are not adjacent to the Minefield. Unless otherwise required by a rule, the Eldar player may decide which side a unit or model will enter from. Not all forces need enter from the same side. Deepstrike and Infiltrate units may enter the battlefield per the Deepstrike and Infiltrate universal special rules and are not restricted to deployment within the Village zone.

**3.4. Buildings & Battlements**

**3.4.1. Bastion**

An Imperial Bastion guards the two gates that permit ingress and egress from the Guard Base. It is a square building, with two internal floors holding ten models each and a rooftop battlement that holds ten models and confers a 4+ cover save to units on the roof. All walls are AV14. It has a heavy bolter facing the Minefield on each of the two floors, and a quad-gun on the battlements. On each floor is a firing slit that runs the full length of the side facing the Minefield. It is a fire port for up to six models. The entrance to the Bastion is on the side opposite the Minefield.

Range S AP Type

Heavy Bolter (x2) 36” 5 4 Heavy 3

Quad-gun 48” 7 4 Heavy 4, Skyfire, Interceptor, Twin-Linked

One model belonging to the Imperium army may chose to fire the heavy bolter or quad-gun in lieu of its own weapon in the shooting phase, if the model is within 1” of the weapon being fired. Only forces of the Imperium may fire the weapons.

The Bastion is worth 5 Victory Points to the Chaos, Daemonkin or Tyranid player that controls it at the end of the game.

**3.4.2. Munitorium**

The Munitorium is a large weapons depot within Guard Base Alpha. It is a rectangular building with a flat roof. It has a capacity of twenty models on the roof, and twenty models inside. All walls are AV13. It has no weapons or fire ports, but any Space Marine model re-rolls To Hit rolls of 1 in the shooting phase while located on the rooftop. If the Munitorium blows up, follow the rules for a Detonation, but units on the rooftop suffer 3d6 S6 AP- hits (instead of 2D6), and units inside the Munitorium suffer 5d6 S6 AP- hits (instead of 4D6). Models on the roof gain a 5+ cover save.

The Munitorium is worth 4 Victory Points to the Chaos, Daemonkin or Tyranid player that controls it at the end of the game.

**3.4.3. Sanctorum**

The Sanctorum is a cathedral of worship of the God Emperor. It is a Gothic rectangular building, with a portion of the roof turned into a make-shift battlement, which confers a 4+ cover save to units on the roof. The rooftop battlement can hold ten models, and twenty models can fit inside the Sanctorum. There are fire points on two sides of the ground floor and a single entry door. Although units may shoot out and into the Sanctorum, the walls block line of sight through the building (i.e., a unit on one side of the Sanctorum cannot shoot a unit on the other side of the Sanctorum, even if you can draw a line of sight through the building). All walls are AV12. Space Marine models on the battlements or inside the Sanctorum gain the Preferred Enemy (Enemies of Man) universal special rule due to the righteous anger of the sanctuary.

The Sanctorum is worth 4 Victory Points to the Chaos, Daemonkin or Tyranid player that controls it at the end of the game.

**3.4.4. Support Buildings (x2)**

There are two support buildings in Guard Base Alpha, one on either side of the Administration Hall. Each is a non-descript rectangular building with a flat roof. The roofs do not have battlements, but are flat and can hold up to twenty models. All walls are AV12. There are no special rules granted by occupying or being located on or within a support building. Models on the roof gain a 5+ cover save.

Each Building is worth 2 Victory Points to the Chaos, Daemonkin or Tyranid player that controls it at the end of the game.

**3.4.5. Barracks**

There are six low, rectangular barrack buildings that are just within the battlement walls, with three buildings on either side of the Bastion. Each barrack can hold ten models, and up to ten models can occupy the flat roofs of the barracks. There are no battlements or other cover on the roofs. All walls are AV12. There are no special rules granted by occupying or being located on or within a barrack building.

Each barrack building is worth 1 Victory Point to the Chaos , Daemonkin or Tyranid player that controls it at the end of the game.

**3.4.6. Battlements/Walls**

All along the edge of the Guard Base, adjacent to the Minefield, is a ten foot high wall with battlements that prevents foes from entering the Guard Base from the Minefield. The walls are treated as a defense line and are divided into four sections. Up to ten models can occupy each section. A model in cover behind a defense line has a 4+ cover save. If a unit decides to Go to Ground behind a defense line, it gains +2 to its cover save, rather than +1. For the purposes of charge moves, models that are both in base contact with a defense line and within 2” of each other are treated as being in base contact. Despite the models on either side of the defense line not literally being in base contact, the combatants fight nonetheless. Battlements are not buildings, but each one foot section of battlements are assigned an AV of 12 and can be destroyed like other building (but ignore any detonation results).

No points are awarded for controlling or occupying battlement walls.

**3.4.7. Checkpoint**

In the middle of the Minefield, straddling the two roads that connect the Guard Base to the Village, stands a rectangular checkpoint building. It is a rectangular small building with a larger flat rectangular roof that covers the checkpoint building and overhangs the roads on either side. It provides shelter and cover to the Astra Militarum soldiers that man the checkpoint and control traffic passing to and from the Guard Base. It is a small building with AV 12. Up to five models can occupy the checkpoint building. There are no special rules granted by occupying or being located on or within the checkpoint.

No points are awarded for controlling or occupying the checkpoint.

**3.5 Minefield**

Between Guard Base Alpha and the Village is a cleared “no man’s land” that has been mined to prevent attacks on the Guard Base from the direction of the Village. There is no cover in this zone, except for the checkpoint. All terrain in this zone is treated as mined Dangerous Terrain, except for the two roads that run through it. Units that begin their movement in the Minefield (except for the two roads) must pass a Dangerous Terrain test or take losses from the exploding mines. Units that end their movement in the Minefield (except for the two roads) must pass a Dangerous Terrain test or take losses. These effects are cumulative, so a unit that starts and ends its move in the Minefield must pass two Dangerous Terrain tests or take losses. Flyers and Swooping FMCs do not take Dangerous Terrain tests, but skimmers and jet bikes do.

**3.6 Administration Hall & Landing Zone**

In the center edge of the Guard Base zone, directly across from the Bastion, is the huge Administration Hall and its elevated review stage. The hall is a central administration building for the base and is constructed out of solid rock blocks reinforced with ceramite framing. Even though it is a building, it cannot be occupied or destroyed. It is treated as Impassable Terrain, even for Flyers and FMCs. It confers no special rules.

Directly in front of the Administration Hall is a large elevated area that is used normally for reviewing parading troops. During the Scourging of the Guard, this area has been converted into a landing platform for the rescue Valkyries. Civilians and wounded soldiers must be moved to this platform to be evacuated. There are no special rules associated with this terrain.

Armies cannot control or occupy the Administration Hall. No points are awarded for controlling or occupying the Landing Zone (but a Valkyrie cannot land on the Landing Zone if it is occupied by a model or unit of the Enemies of Man).

**3.7. Village Ruins**

The Village zone is cluttered with a number of small ruined buildings, which are all that remains of a small farming village that existed beyond the gates of the Guard Base. The village has been looted and destroyed by the assaulting ork, Daemonkin and Chaos forces. These buildings are treated as ruins and confer a 4+ cover save to units inside, per the BRB.

No points are awarded for controlling or occupying the Village Ruins.

**4.0 Mission & Objectives**

**4.1 Primary Objective “Strategy” (Mission Points)**

The primary strategic mission of the Scourging of the Guard is the Imperium’s attempt to evacuate soldiers and civilians out of Guard Base Alpha aboard Valkyrie transports, and the attempt by the Enemies of Man to kill as many of these soldier and civilians as possible before they can escape.

At the start of the game, after deployment but before any player’s turn, a poker chip is placed in base contact with each of the buildings in Guard Base Alpha. One of the Imperium players rolls a D3 for each chip, and the number is written on tape on the chip. This number represents the number of civilians or wounded troops accounted for by that chip. Thus, if a chip has two written on it, it represents two civilians or wounded troops. At the start of every Game Turn after the first, the Imperium team rolls a die for each building not destroyed or occupied by units or models of the Enemies of Man. On a roll of 3+, another chip is placed into base contact with that building and one of the Imperial players determines the number of civilians or wounded troops represented by the chip in the same way as above (roll a D3).

The goal of the Imperium is to move all chips to the landing zone in the Guard Base zone so that they can be picked up by a Valkyrie troop ship and ferried off the table. Each time a Valkyrie leaves the table with chips inside, the Imperium team gains as many Mission points as there are wounded troops or civilians inside the Valkyrie.

The goal of the Enemies of Man is simple: to kill the civilians and wounded soldiers before they can be evacuated. The Enemies of Man gain a Mission point for every civilian or wounded soldier that they kill.

**4.1.1. Moving Civilians and Wounded Soldiers**

The Imperium team can move a poker chip representing civilians and wounded soldiers up to 9” per turn. This assumes the civilians are running full out to seek shelter. Alternatively, an Imperium player may attach the chip to a unit of his forces by placing the chip under a model in that unit. Attached chips move the same distance as the Imperial unit it is attached to, but in this case the unit may not move more than 9” unless it is a transport and cannot charge while the chip is attached. For transports, chips occupy the same amount of space in the transport as the number of civilians or wounded soldiers represented by the chip.

**4.1.2. Attacking Civilians and Wounded Soldiers**

The forces of the Enemy of Man may shoot or assault a chip representing civilians or wounded soldiers in the same manner as shooting or assaulting other models. For line of sight purposes, assume the chip is as high as an Imperial Guard soldier. If the chip is not attached to an Imperium unit, then the chip has the following profile:

WS BS S T W I A Ld Sv Unit Type

Civilians/Wounded Soldiers 2 2 3 2 \* 3 \* 6 6+ Infantry

* Wounds are equal to the number of civilians or wounded soldiers represented by the chip (1-3). Civilians and wounded soldiers can elect to Go To Ground.
* Number of attacks equal the number of civilians or wounded soldiers represented by the chip (1-3); Civilians and wounded soldiers can fire Overwatch and can elect to shoot at units of the Enemies of Man, but can never assault unless assaulted first.
* Civilians and wounded soldiers are equipped with lasguns and close combat weapons.

If the chip is attached to an Imperium unit, then the Imperium player can protect the civilians and wounded soldiers with his unit. If attached, the Imperium player can elect to allocate all wounds to his models, rather than having them taken by the civilians or wounded soldiers. Specifically targeted civilian and wounded soldiers (for example, through Sniper universal special rule or under a blast template) can “Look Out Sir!” to represent a space marine throwing himself in front of a bullet or axe aimed at the civilian. Alternatively, the Imperium player may elect not protect the civilians and wounded soldiers and can allocate wounds to them in lieu of taking wounds to his unit.

**4.1.3. Evacuating Civilians and Wounded Soldiers**

At the start of each Game Turn, a Valkyrie troop ship lands on the landing platform in front of the Administration Hall (see above, Section 3.6). At the end of the Game Turn the Valkyrie lifts off with up to ten civilians and wounded soldiers. The Imperium earns one Mission point for each civilian and wounded soldier evacuated in this manner.

Civilians and wounded soldiers embark on the Valkyrie in the same manner as models embark in vehicles in the BRB. Once the ten person limit is reached, no further civilians or wounded soldiers can embark on the Valkyrie and extras are left behind to wait for the next Valkyrie to arrive the following Game Turn. The Imperium may chose to overload the Valkyrie and evacuate up to 15 civilians and wounded soldiers in one Game Turn. If this happens, an Imperium player must roll a die and on a roll of one the Valkyrie crashes from the extra weight, all civilians and wounded soldiers aboard are killed, and no Mission points are earned by the Imperium from the evacuation that turn (but Enemies of Man do earn Mission points for each civilian or wounded soldier killed in the crash).

The Enemies of Man may try to destroy the Valkyrie while it is on the ground. Units may shoot or assault the Valkyrie on the ground per shooting or assaulting vehicles in the BRB. If the Valkyrie is destroyed, civilians and wounded soldiers on board must either make an emergency debarkation or suffer wounds per the vehicle damage chart of the BRB. The Valkyrie cannot Jink while on the landing platform, but gets a 5+ invulnerable save due to the divine protection of the Emperor. A Valkyrie cannot be placed on the landing platform on the start of the game turn if there are any models from the Enemies of Man on the landing platform.

**4.2 Secondary Objectives “Schemes” (Victory Points)**

|  |  |  |
| --- | --- | --- |
| Army | Objective | Victory Points Earned |
| Black Templars | Kill Orks. | 1 point per Ork unit killed by Black Templar unit |
| Dark Angels | Purity Test. Each time a Dark Angel unit is attached to a civilian and wounded soldier chip, the Dark Angel player may elect to administer a Purity Test to determine whether the survivors have been tainted by the enemy. A purity test results in the removal of one civilian or wounded soldier from the chip value, as the purity test is usually fatal. A purity test can be administered only once per turn per chip. | 1 point per Purity Test administered |
| Ultramarines | Kill Tyranids | 1 point per Tyranid unit killed by Ultramarine unit |
| Space Wolves | Kill Daemonkin | 1 point per Daemonkin unit killed by Space Wolf unit |
| Chaos | Bring It Down. | One Victory point for each building destroyed by a chaos unit |
|  |  |  |
| Daemonkin | Daemonic corruption. Each time a Daemonkin unit enters a building or its rooftop, the building is corrupted and remains corrupted until a Tyranid, Eldar or Imperium unit enters the building or rooftop and removes the corruption. If there are no Daemonkin units in or on the building during the entry, the corruption is automatically removed. If there are Daemonkin units in or on the building during entry, those units must be destroyed before the corruption is lifted. Destroying a building has no effect on corruption. | Each building is worth a number of Victory points set forth in Section 3.4 above. These points are earned at the end of the game. |
| Orks | Kill Black Templars. | 1 point per Black Templar unit killed by Ork unit |
| Tyranids | Hive Infestation. Each time a Tyranid unit enters a building or its rooftop, the building is infested and remains infested until a Chaos, Daemonkin, Ork, Eldar or Imperium unit enters the building or rooftop and removes the infestation. If there are no Tyranid units in or on the building during entry, the infestation is automatically removed. If there are Tyranid units in or on the building during entry, those units must be destroyed before the infestation is lifted. Destroying a building has no effect on infestation. | Each building is worth a number of Victory points set forth in Section 3.4 above. These points are earned at the end of the game. |
|  |  |  |
| Eldar | Kill Them All. Eldar can only shoot or assault units belonging to the team that had the most Mission points at the end of the previous Game Turn. In case of tie between the teams at the end of the previous turn, there are no restrictions on the units that can be shot or assaulted. | 1 Victory point per Imperium or Enemy of Man unit killed |
|  |  |  |

For Schemes requiring a unit to be killed, use the BRB rules for determining kill points. The unit that killed the last model in the unit is considered to kill the unit, even if the majority of kills were done by the forces of another army (life and war are sometimes unfair).

**4.3 Heroic Exploits (Mission + Victory Points)**

These are individual feats of heroism, valor, or dastardliness that armies can accomplish to earn Mission and Victory points. The feats required of each army are known only to the player of that army and will be presented to the players on the game day. The feats can be kept secret until accomplished in order to maximize the chance for success, but players may chose to reveal them beforehand, too. Each Heroic Exploit accomplished is worth two Mission and three Victory points.

**5.0 Army Construction**

Players must circulate their army list by email to Steve Duall at Stephen.Duall@gmail.com no later than 6 pm on the day before the event (or a week before the event if the player proposes an Unbound army, see Section 5.2 below). Steve will then distribute all lists to all players simultaneous that same evening. Once circulated, lists cannot be changed. Battlescribe is the preferred format, but any method that clearly provides a list of units, upgrades taken, points, and detachment structure is allowed. Please bring three print outs of your list to share with other players. Please bring a print out of any Detachment or Formation special rules to share with players.

**5.1 Point Size**

Each army operates at up to 2000 points.

**5.2 Sources**

Any number of Detachments may be used. There are no restrictions on multiple selections of the same Detachment (*e.g.*, multiple CADs are allowed). All published “Decurion”-style Detachments are allowed. Unbound armies are allowed, if particularly fluffy and approved by participants of opposing side and circulated by email to all players at least a week before the event.

**5.3. Lords of War, Super Heavy Vehicles, Gargantuan Creatures**

There are no restrictions.

**5.4. Forge World**

There are no restrictions.

**5.5. Stronghold Assault**

Stronghold Assault will be used, but armies may not take additional fortifications. The only fortifications that may be used are those already deployed on the table at the beginning of the game as part of the table terrain.

**5.6 Death from the Skies**

Death from the Skies will not be used.

**6.0 Miscellaneous Rules**

**6.1. Deployment and Turns**

Rather than roll dice to determine deployment and initiative, all Space Marine units deploy first, then Orks, Daemonkin, and Chaos. Tyranids do not deploy on the table, but enter from reserves from the edges of the Guard Base Alpha zone. Enemies of Man (Orks, Daemonkin, Chaos, and Tyranids) go first, unless the Imperium seizes the initiative.

**6.2. Eldar Deployment and Activation Special Rules**

Eldar do not deploy on the table, but begin the game in reserve. Eldar do not enter play until game turn two, entering from reserves from the edges of the Village zone that are not adjacent to the Minefield. The Eldar player does not need to move in all his forces from reserve in game turn two, but may chose to hold forces in reserve, which can enter in turn three or later, as selected by the Eldar player. No reserve roll is needed.

Eldar activate half their units in play or brought in from reserves during the turn of the Enemies of Man and the other half of such units during the turn of the Imperium. Eldar forces are not allied with the forces in which turn they activate and may attack (and be attacked by) such forces.

*Example:* Game turn two begins. The Enemies of Man go first (Imperium did not seize the initiative at the start of the game). The Eldar player decides to bring in half of his forces from reserve onto the table, keeping the remaining forces for entry in game turn three. Looking at the scoreboard, the Eldar player sees that the Enemies of Man have a slim lead in the number of Mission Points at the end of Game Turn 1. Accordingly, the Eldar player can shoot and assault only Enemies of Man units. The Eldar player moves his forces at the same time as the Enemies of Man forces. During the psychic, shooting and assault phase, the Eldar activates at the same time as the Enemies of Man. During the shooting phase, the Eldar player shoots at a nearby ork unit and during assault phase the Eldar play assaults a Daemonkin war engine. In return, Eldar forces can be shot at and assaulted by forces of the Enemies of Man.

When the turn of the Enemies of Man is over and during the turn of the Imperium, the Eldar player activates the remaining forces that were not activated during the Enemies of Man phase. Since the lead is still held by the Enemies of Man (points are not awarded until the end of the game Turn), the Eldar player continues to target ork, Daemonkin, chaos and Tyranid units this turn. Although the Eldar forces are assisting the Imperium this turn, nothing prevents the forces of the Imperium from attacking Eldar forces (the only good an alien does is when it dies, according to the space marines). Of course, even foes may look the other way when harm is being done to a mutual enemy…

**6.3. Warlord**

Each army has its own warlord that generates warlord traits. Benefits of warlord traits apply only to the units of the warlord’s army, not to other armies on same team. Players do not need to roll to generate psychic powers. In this game, they may simply pick the preferred warlord trait. Players should write down the warlord trait before the game and list the trait together with their army lists.

**6.5. Psychic Phase**

In the psychic phase, a single D6 is rolled by the current team to determine the base warp charge from which each of the players generate their own individual pools, applying the usual rules to their own models. Players all use their own warp charge pool; teammates cannot combine or share warp charge. Any opposing player with models on the table may attempt to deny the witch, with the caveat that if a specific unit of enemy models is targeted, their player alone may attempt to block the spell.

Players do not need to roll to generate psychic powers. In this game, they may simply pick the preferred psychic powers for each of their psykers. Players should write down the psychic powers for each psyker before the game and list the powers together with their army lists.

**6.6. Reserves**

All players may keep forces in reserves. There is no minimum or maximum number of models that can be kept in reserves. Players do not have to roll to have models enter from reserves; they come in automatically in the turn that the player choses.

**6.7. Gradual Activation**

In order to mitigate the delay and confusion of having so many models on the table at the beginning of the game, each player can only activate half of his army in Game Turn 1. Each player should set aside at least 1000 points of models that will be inactive in turn one and either not move, shoot, or assault with them (if the models are already on the table) or leave them in reserve (if deployed in reserve). Inactive models may be positioned in buildings. Inactive models may go to ground if shot at, and may fire overwatch and fight back if assaulted.

**7.0 End of Game**

There are no set Game Turn limits. The game ends when time runs out. Players may decide as a group to end the game at the end of a certain Game Turn if it appears certain that there is not enough time to play out another complete Game Turn.