GRAND TOURNAMENT 2020 GAMES

A Grand Tournament 2020 game is waged by following the sequence below:

1. SELECT BATTLE SIZE

The players must first select the battle size they wish to play: Incursion or Strike Force. The table below gives a rough guide of how long each should take.

BATTLES

BATTLE SIZE	BATTLE DURATION
Incursion	Up to 2 hours
Strike Force	Up to 3 hours

2. MUSTER ARMIES

Each player must then select a Battle-forged army. The points limit of each player's army, and the number of Command points each player starts with when they begin mustering their army, are shown in the table below:

ARMY

BATTLE SIZE	POINTS LIMIT	COMMAND POINTS
Incursion	1000	6
Strike Force	2000	12

Details of how to Battle-forge an army, how to use a points limit, how to select a Warlord and what information your army roster must contain can be found in the Warhammer 40,000 Core Book.

You cannot include any Understrength units in your army, and your army cannot include any Specialist Detachments. All of the units in each Detachment in your Battle-forged army must have at least one Faction keyword in common, and this keyword cannot be Chaos, Imperium, Aeldari, Tyranid or Unaligned, unless the Detachment in question is a Fortification Network (this has no effect on your Army Faction).

If either player has access to any Stratagems that are used before the battle to upgrade units, these must be used now and the details of the upgrades noted on the player's army roster (remember that you cannot use Stratagems that upgrade Detachments to become a Specialist Detachment). Each player must then provide a copy of their army roster for their opponent to read through.

With the exception of units with the Troops or Dedicated Transport Battlefield Roles, or units that are added to your army during the battle that cede Reinforcement points, each player can only include the same datasheet in their army two times (if you are playing an Incursion battle) or three times (if you are playing a Strike Force battle). For the purposes of this restriction, the Daemon Prince, Daemon Prince of Chaos, Daemon Prince of Nurgle and Daemon Prince of Tzeentch datasheets are all considered to be the same datasheet. In addition, if by deleting the word 'Cult' or 'Brood Brothers' from a datasheet's title in Codex: Genestealer Cults it would match the title of a datasheet from Codex: Astra Militarum, then for the purposes of this restriction, those datasheets are considered to be the same.

3. DETERMINE MISSION

The players determine which mission will be used for the battle; they can choose from the missions for their chosen battle size. This will determine the deployment map that the players use, as well as the specific mission briefing. You can either simply agree which you will use with your opponent, or you can roll a D33 to randomly select a mission using one of the tables opposite. To roll a D33, roll two D3s one after the other; the first dice result determines your 'tens' and the second your 'units'. For example, if you rolled two D3s and the first result was a 2 and the second was a 1, then the D33 result is a 21.

INCURSION MISSIONS

D33	MISSION
11	Cloak and Shadows (pg 16)
12	Resupply (pg 18)
13	Front Line (pg 20)
21	Centre Ground (pg 22)
22	Ascension (pg 24)
23	Forward Push (pg 26)
31	Rise of the Machine Spirit (pg 28)
32	Show of Force (pg 30)
33	Reconnaissance Mission (pg 32)

STRIKE FORCE MISSIONS

D33	MISSION
11	Retrieval Mission (pg 38)
12	Scorched Earth (pg 40)
13	Vital Intelligence (pg 42)
21	Surround and Destroy (pg 44)
22	Battle Lines (pg 46)
23	The Scouring (pg 48)
31	Overrun (pg 50)
32	Sweep and Clear (pg 52)
33	Priority Target (pg 54)

4. READ MISSION BRIEFING

Each mission has a mission briefing that will detail the primary objectives that award victory points to the players. Some missions may also include one or more secondary objectives that players can choose to select during the Select Secondary Objectives step. Some mission briefings also list one or more mission rules that will apply for the duration of the battle. The players should read and familiarise themselves with these before proceeding.

5. 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.

6. CREATE THE BATTLEFIELD

The players now create the battlefield and set up terrain features. Missions are played on rectangular battlefields. The size of your battlefield depends on the battle size you have selected, as shown in the table below (the table shows the minimum size of battlefields):

BATTLEFIELDS

BATTLE SIZE	BATTLEFIELD SIZE (MINIMUM)
Incursion	44" x 30"
Strike Force	44" x 60"

Unless noted otherwise, when setting up terrain features, use the guidelines detailed in the Warhammer 40,000 Core Book. Terrain features cannot be set up on top of objective markers. Players must use the battlefield terrain rules for terrain features, as described on pages 92-97.

7. SELECT SECONDARY OBJECTIVES

Each player then secretly selects three secondary objectives for the battle and writes them down. Each can award victory points to the player who chose them. The secondary objectives that players can choose from can be found on pages 8-10, though each mission will include a secondary objective that the players can also choose from, as will many Codexes and Codex Supplements. Once both players have selected their secondary objectives, they reveal their selections to their opponent.

8. DETERMINE ATTACKER AND DEFENDER

The players roll off and the winner decides who will be the Attacker and who will be the Defender.

9. CHOOSE DEPLOYMENT ZONE

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

10. DECLARE RESERVES AND TRANSPORTS

These missions use the Strategic Reserves rules (pg 80-81).

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 what units are embarked on what model). When both players have done so, they declare their selections to their opponent.

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

In Grand Tournament 2020 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).

11. 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 your army is so large that it cannot physically be set up wholly within your deployment zone (i.e. the smallest dimension of that model is greater than the depth of your deployment zone), it must be set up so that it is touching your 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.

12. DETERMINE FIRST TURN

The players roll off. The winner declares whether they will take the first or second turn.

13. RESOLVE PRE-BATTLE ABILITIES

Players alternate resolving any pre-battle abilities units in 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.

14. BEGIN THE BATTLE

The first battle round begins. Players continue to resolve battle rounds until the battle ends.

Ending the Battle Early or Conceding

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 you and your opponent both agree to end the battle early, then you can end the battle at a mutually agreed point (we suggest at the end of a battle round). You and your opponent can then calculate your final victory points totals, taking into account any objectives achieved, to determine the victor.

If only one player wants to end the battle early then that player must concede and remove all their models from the battlefield. A player who concedes scores 0 victory points for that battle and their opponent is automatically the victor (even if they scored 0 victory points during the battle). The other player may continue to play out their turns until the battle ends if they wish, perhaps to accrue a few more victory points, or they can choose to end the battle now.

15. 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.

16. 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 you 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 was painted to a Battle Ready standard, that player is awarded a bonus 10 victory points. This gives the player a maximum total score out of 100 victory points.

MISSION OBJECTIVES

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 chosen 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.

SECONDARY OBJECTIVES

When you are instructed to select secondary objectives, you can select from any presented here, in addition to any secondary objective listed on the mission you are playing, and any listed in your army's rules.

You can score no more than 15 victory points from each secondary objective you select during the mission (any more victory points awarded are discarded).

Each secondary objective listed has a category (e.g. Purge the Enemy). When you select secondary objectives, you cannot choose more than one from each category.

BATTLEFIELD SUPREMACY

ENGAGE ON ALL FRONTS
Progressive Objective

At the end of the battle you are left unchallenged, engage the foe on every front and disrupt their plans at every turn.

Score 2 victory points at the end of your turn if you have one or more units from your army wholly within three different table quarters, and those units are all more than 6" from the centre of the battlefield. Score 4 victory points instead if you have one or more units from your army wholly within each table quarter, and those units are all more than 6" from the centre of the battlefield.

LINEBREAKER
Progressive Objective

Dispatch a spearhead to break through the enemy's defences, wreak havoc behind the foes' front lines and cut off their routes of escape.

Score 4 victory points at the end of your turn if two or more units from your army (excluding AIRCRAFT) are wholly within your opponent's deployment zone.

DOMINATION
Progressive Objective

The battleground is won one yard at a time. Maintain a stranglehold on your foe by dominating key strategic locations in the area.

Score 5 victory points if you control more than half the total number of objective markers on the battlefield at the end of your turn.

NO MERCY, NO RESPITE

THIN THEIR RANKS
Progressive Objective

Exterminate the enemy. Show them no mercy. Scour them from the field of battle with common firepower and crush them quarter as they take their final breath upon your blades.

If you select this objective, keep a tally of kill points, each time an enemy model is destroyed, add 1 to this tally (add 10 to this tally instead if the model that was destroyed had a Wounds characteristic of 18 or more). A model can, if it is resurrected for any reason (i.e. it was destroyed and subsequently returned to the battlefield), potentially add several points to this tally (assuming it is resurrected and subsequently destroyed several times over). At the end of the battle, divide your kill points tally by 10 and round down – the result is the number of victory points you score.

GRIND THEM DOWN
Progressive Objective

Some battles cannot be won with a single surgical strike. Instead the enemy must be bled in a war of attrition.

Score 3 victory points at the end of the battle round if more enemy units than friendly units were destroyed that battle round.

WHILE WE STAND, WE FIGHT
End Game Objective

The foe cannot hope to best us while our mightiest heroes lead us to war, and our greatest engines of war stand inviolate over the battlefield.

If you select this objective, then before the battle you must identify which three models from your army (including models with the Fortifications Battlefield Role) have the highest points value, and make a note of them on your army roster (if two or more models are tied, you can choose between them). You cannot select more than three of these models; if you have fewer than three, then instead identify all the units in your army. A model's points are equal to the points of all weapons and wargear it is equipped with. You score 5 victory points for each of these models that are on the battlefield at the end of the battle.

PURGE THE ENEMY

TITAN HUNTER
End Game Objective

The foe has committed its largest weapons of war to this battlefield. The larger the foe, the greater the glory.

Score 10 victory points at the end of the battle if one enemy TITANIC model is destroyed. Score 12 victory points if two enemy TITANIC models are destroyed, or 15 victory points if three or more enemy TITANIC models are destroyed.

BRING IT DOWN
End Game Objective

The opposing army contains numerous heavily armoured units. These are considered to be high priority targets and you should take any opportunity to bring them down.

Score 2 victory points at the end of the battle for each enemy MONSTER or VEHICLE model with a Wounds characteristic of 10 or less that is destroyed, and 3 victory points for each enemy MONSTER or VEHICLE model with a Wounds characteristic of 11 or more that is destroyed.

CUT OFF THE HEAD
End Game Objective

The enemy commander is a powerful and effective warlord. Isolate and eliminate him as quickly as possible to leave the enemy army without its leadership.

At the end of the battle, you score a number of victory points if the enemy WARLORD was destroyed during the battle. The number of victory points scored depends on the battle round during which the enemy WARLORD was destroyed, as shown, in the table below.

BATTLE ROUND	VICTORY POINTS
1	15
2	12
3	9
4	6
5	3

If an enemy WARLORD was destroyed, but was then resurrected or otherwise returned to the battlefield and subsequently destroyed again, then for the purposes of this secondary objective it was destroyed during the battle round in which it was last removed from the battlefield.

ASSASSINATE
End Game Objective

The enemy looks to their champions for courage, identify and eliminate them with extreme prejudice.

Score 3 victory points at the end of the battle for each enemy CHARACTER model that is destroyed.

SHADOW OPERATIONS

RAISE THE BANNERS HIGH
Progressive and End Game Objective

Claim the battlefield and display your colours high so that the enemy is in no doubt as to their defeat.

If you select this objective, then units in your army can perform the following action:

Raise Banners (Action): One or more INFANTRY units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be in range of a different objective marker that does not have one of your banners raised upon it (see below). A unit cannot start this action while there are any enemy units (excluding AIRCRAFT) in range of the same objective marker. The action is completed at the end of your turn. If this action is successfully completed, that objective marker is said to have one of your army's banners raised on it (the banner is 'removed' if your opponent controls the objective marker at the start of any phase). You score 1 victory point at the end of each of your Command phases, and 1 victory point at the end of the battle, for each objective marker on the battlefield that has one of your banners raised upon it.

INVESTIGATE SITES
Progressive Objective

A vital objective has been identified somewhere in the vicinity. You must secure, search and locate it without delay.

Score 3 victory points each time a unit from your army successfully completes the following action:

Investigate Sites (Action): One INFANTRY unit (excluding CHARACTERS) from your army can start to perform this action at the end of your Movement phase if it is within 6" of the centre of the battlefield and no enemy units (excluding AIRCRAFT) are within 6" of the centre of the battlefield. This action is completed at the end of your turn.

DEPLOY SCRAMBLERS
End Game Objective

To prevent the enemy from launching a counter-attack in this region, your forces must deploy scramblers to interfere with orbital augurs and scanner arrays.

Score 10 victory points at the end of the battle if you successfully completed the following action three times during the battle - once in your deployment zone, once in your opponent's deployment zone and once more than 6" from either player's deployment zone.

Deploy Scramblers (Action): One INFANTRY unit (excluding CHARACTERS) from your army can start to perform this action at the end of your Movement phase if it is wholly within your deployment zone, wholly within your opponent's deployment zone, or more than 6" from either player's deployment zone. This action is completed at the end of your turn.

TELEPORT HOMER
Progressive Objective

Teleport homers deployed a teleport homer behind enemy lines, but it was damaged. If your forces can repair it we will be able to launch a surprise assault on the foe.

Score 4 victory points each time a unit from your army successfully completes the following action:

Teleport Homer (Action): One INFANTRY unit from your army can start to perform this action at the end of your Movement phase if it is wholly within your opponent's deployment zone. This action is completed once attempting it is still wholly within your opponent's deployment zone.

WARPCRAFT
End Game Objective

ABHOR THE WITCH
End Game Objective

The presence of enemy psykers in this theatre of war can no longer be tolerated - use whatever methods you see fit to hunt them down and eliminate them.

You cannot select this secondary objective if your army includes any PSYKER units. Score 3 victory points at the end of the battle for each enemy PSYKER CHARACTER unit that is destroyed. And 2 victory points for every other enemy PSYKER unit that is destroyed.

MENTAL INTERROGATION
Progressive Objective

The enemy's agenda in this war must be discovered if we are to devise a strategy to defeat them. Your psykers are ordered to use their mental powers to delve into the minds of the enemy leaders and discover their battle plans.

Score 3 victory points each time you successfully complete the following psychic action:

Mental Interrogation (Psychic Action - Warp Charge 4): One PSYKER CHARACTER unit from your army can attempt to perform this psychic action in your Psychic phase if it is within 18" of any enemy CHARACTER models.

PSYCHIC RITUAL
End Game Objective

The war does not fare well, and desperate times call for desperate measures. Completion of a complex ritual will allow your psykers to fully harness the power of the warp, and perhaps snatch victory from the jaws of defeat.

Score 15 victory points at the end of the battle if any unit from your army successfully completed the following psychic action 3 times during the battle:

Psychic Ritual (Psychic Action - Warp Charge 3): One PSYKER CHARACTER unit from your army can attempt to perform this psychic action in your Psychic phase if it is within 6" of the centre of the battlefield.

PIERCE THE VEIL
End Game Objective

All attempts to infiltrate indeed enemy lines and discover the enemy's disposition have thus far resulted in failure. Your psykers must attempt to use their warp-gifted sight to scry that which cannot be seen by conventional methods.

Score 6 victory points at the end of the battle if one or more units from your army successfully completed the following psychic action 2 or more times during the battle, or 15 victory points at the end of the battle if one or more units from your army successfully completed the following psychic action 4 times during the battle (note that you can only score this objective once):

Pierce the Veil (Psychic Action - Warp Charge 3): One PSYKER CHARACTER unit from your army can attempt to perform this psychic action against any Psychic phase if it is within 6" of your opponent's battlefield edge and more than 6" from any enemy models.

TOURNAMENT SCORING SHEET

The winner of a Grand Tournament mission is the player who has scored the most victory points, which can be scored in a number of different ways. In order to keep track of how many victory points were scored (as well as how and when they were scored) it is useful to fill in a scoring sheet during your game.

1. At the top of the scoring sheet is space to write the battle size and the mission you are playing.

2. 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. Attacks have determined who the Attacker and Defender will be, write your names at the top of the appropriate section.

3. 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.

4. As the battle progresses, keep track of the victory points each player scores in the relevant sections. For progressive objectives, write down (or keep a tally) of how many points were scored during each battle round, and in the case of an End Game objective, the score at the end of the battle.

5. 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).

6. If a player's army is paired to a Battle Ready standard, that player will score an additional 10 victory points. Make a note as the scoring sheet if a player's army was Battle Ready or not.

7. Add up each player's victory points total from objectives to their Battle Ready score for a grand victory points score out of 100.

8. You can make a note regarding whether the Attacker or the Defender won, or if the game was a draw, here.

RETRIEVAL MISSION

MISSION BRIEFING

The battlefield is strewn with discarded equipment, supplies and other detritus of war that, for various reasons, you wish to recover. You must reclaim as many of these vital objectives as you can without sustaining unacceptable casualties in the process.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 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 progressive objective cannot be scored in the first battle round.

SECONDARY OBJECTIVES

In this mission, when players are selecting their secondary objectives they can, if they wish, choose for one of them to be Minimise Losses (see below).

MINIMISE LOSSES

End Game Objective

This is but one battle in a greater war. If we are to consolidate our gains and prosecute the longer war, you must ensure that the lives of your warriors are not carelessly thrown away.

At the start of the battle, add up the number of units to your army – this is your army's Strength. If a unit splits to form two or more individual units during the battle, then immediately increase your army's Strength accordingly (e.g. if one unit in your army splits to form three individual units, your army's Strength is increased by 2). If a unit merges with another to form a combined unit during the battle, then decrease your army's Strength accordingly (e.g. if two units from your army merge to form one unit, you immediately decrease your army's Strength by 1).

At the end of the battle, add up how many units from your army are left on the battlefield, including all units embarked within Transports, but excluding all units that have been added to your army during the battle. If the total is 75% or more of your army's Strength, score 15 victory points; if the total is less than 75%, but is 50% or more of your army's Strength, score 10 victory points; if the total is less than 50%, but is 25% or more of your army's Strength, score 5 victory points.
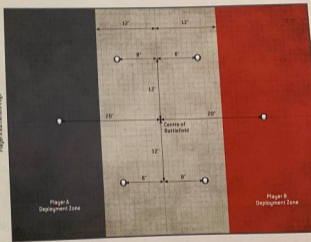
PRIORITY TARGET

MISSION BRIEFING

Intel reports indicate precious cargo is being transported through this region, but the exact whereabouts of these targets is yet to be confirmed. Locate and secure those sites at all costs.

MISSION RULES

Priority Objective. After players have chosen their deployment zones, but before they declare reserves and transports, the players reposition the objective markers labelled A and B as described below.

- First, the Attacker repositions either one objective marker labelled A or one objective marker labelled B.

- Secondly, the Defender repositions one objective marker labelled A and one objective marker labelled B (an objective marker cannot be repositioned more than once).

- Finally, the Attacker repositions the last objective marker labelled A or B that has yet to be repositioned.

In all cases, when an objective marker is repositioned, you set it up wholly within 6" horizontally of its original position, and not on or within any Obstacles or Defensible terrain features.

After all objective markers have been repositioned, each player secretly notes down one of the objective markers that is within their own territory to be a Priority Objective Marker (this cannot be the objective marker in the centre of the battlefield). After both players have done so, they reveal their choices to their opponent.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your territory. You are ordered to assault these positions and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 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.

SECONDARY OBJECTIVES

In this mission, when players are selecting their secondary objectives they can, if they wish, choose for one of them to be Priority Targets (see below).

PRIORITY TARGETS

Progressive Objective

The cargo in this area is vital to our war efforts and its recovery is your highest priority. Spare no efforts in securing it and ensuring that it does not fall into enemy hands.

Score 3 victory points if you control either of the Priority Objective Markers (see left) at the end of your turn, or 3 victory points if you control both of these objective markers at the end of your turn.
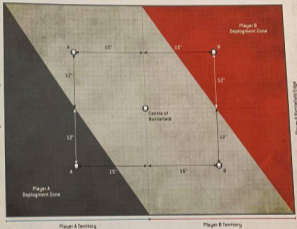
GRAND TOURNAMENT 2020 – STRIKE FORCE
SWEEP AND CLEAR

MISSION BRIEFING

Both forces are moving forward to capture as much ground as possible, cleansing objectives of enemies as they move. Some warlords prefer a systematic sweep of the surrounding areas, whilst others favour a more bold, direct attack into the heart of the enemy lines.

MISSION RULES

Objective Cleared: In this mission, if you control an objective marker at the end of your Command phase, it remains under your control unless your opponent controls it at the end of any subsequent phase, even if you have no models within range of it.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows.

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 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.

SECONDARY OBJECTIVES

In this mission, when players are selecting their secondary objectives they can, if they wish, choose for one of them to be Direct Assault (see below).
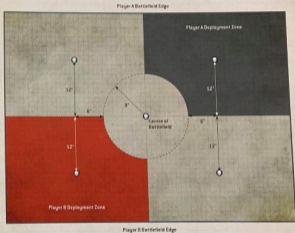
DIRECT ASSAULT

Progressive Objective

At your discretion, a direct assault on the enemy's position has been authorised. Meet the foe head on and cut deep into their territory with a single, decisive strike and they may well never recover.

Score 3 victory points if you control either the objective marker in the centre of the battlefield or the objective marker in your opponent's deployment zone at the end of your turn, or 5 victory points if you control both of these objective markers at the end of your turn.

Player A Battlefield Edge

Player A Deployment Zone

Player B Deployment Zone

Player B Battlefield Edge

Centre of Battlefield

12"

12"

12"

12"

6"

6"

GRAND TOURNAMENT 2020 – STRIKE FORCE
THE SCOURING

MISSION BRIEFING

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

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows.

DOMINATION

Progressive Objective

You are charged with the total domination of the battlefield; seize every site of tactical import lest they fall into enemy hands, and victory will be assured.

At the end of each player's Command phase, the player whose turn it is scores 3 victory points for each of the following conditions they satisfy (for a maximum of 15 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 during the first battle round.

SECONDARY OBJECTIVES

In this mission, when players are selecting their secondary objectives they can, if they wish, choose for one of them to be Strategic Scan (see below).

STRATEGIC SCAN

End Game Objective

Four firms must secure and control strategic sites in the area long enough for your recon units to perform their scans and transmit the intel back to high command.

If you select this objective, then units in your army can perform the following action:

Strategic Scan (Action): One or more units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be in range of a different objective marker that has not already been scanned by a unit from your army (see below). A unit cannot start this action while there are any enemy units (excluding AIRCRAFT) in 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 happens first). If this action is successfully completed, that objective marker is said to have been scanned by your army. You score a number of victory points at the end of the battle depending on how many times your units have scanned completed this action this battle, as shown in the table below:

STRATEGIC SCAN ACTIONS	VICTORY POINTS
1	5
2	10
3	10
4+	15
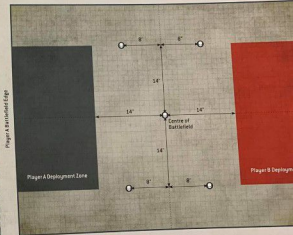
THE SCOURING

Centre of
Battlefield

Player A Deployment Zone

Player B Deployment

Player A Battlefield Edge

14"

14"

14"

14"

6"

6"

GRAND TOURNAMENT 2020 – STRIKE FORCE
BATTLE LINES

MISSION BRIEFING

Two armies approach the same battlefield, determined to capture the vital strategic ground that separates their battle lines and, if possible, strike deep into enemy territory to deal the foe a devastating blow.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 3 victory points for each of the following conditions they satisfy (but a maximum of 15 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.

SECONDARY OBJECTIVES

In this mission, when players are selecting their secondary objectives they can, if they wish, choose for one of them to be Vital Ground (see below).

VITAL GROUND

Progressive Objective

The most vital ground is currently in the hands of the enemy. Draw your battle plans and dispatch your forces accordingly.

At the end of each of your Command phases, you score 3 victory points if you control the objective marker in your opponent's deployment zone, and score 2 victory points for each objective marker that you control that is not in either player's deployment zone (for a maximum of 7 victory points). This secondary objective cannot be scored in the first battle round.

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BATTLE LINES
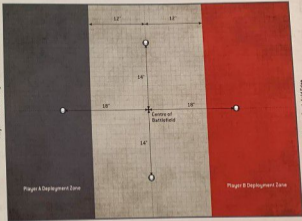
GRAND TOURNAMENT 2020 – STRIKE FORCE
SURROUND AND DESTROY

MISSION BRIEFING

The time to crush your enemy once and for all is at hand. Maintain a strong vanguard whilst your vanguard forces sweep past the foe's flanks to surround them and cut off their means of escape. Then, let the slaughter begin.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 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.

SECONDARY OBJECTIVES

In this mission, when players are selecting their secondary objectives they can, if they wish, choose for one of them to be Surround Them (see below).

SURROUND THEM

Progressive and End Game Objective

You are ordered to encircle the enemy whilst ensuring that none of their forces break through your defences. Surround the foe completely. Let none escape.

Score 4 victory points at the end of your Command phase, and at the end of the battle if you control both the objective markers in your deployment zone and one or more objective markers in your opponent's deployment zone. Score 8 victory points instead if you control all four objective markers that are in deployment zones.

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SURROUND AND DESTROY
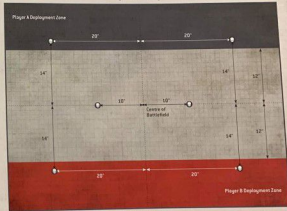
GRAND TOURNAMENT 2020 – STRIKE FORCE
VITAL INTELLIGENCE

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

Data Terminals: The objective markers in this mission represent data terminals. In this mission, if you control an objective marker at the end of your Command phase, it remains under your control unless your opponent controls it at the end of any subsequent phase, even if you have no models within range of it.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows:

DOMINATION

Progressive Objective

You are charged with the total domination of the battlefield; turn every site of tactical import lest they fall into enemy hands, and victory will be assured.

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 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 during the first battle round.

SECONDARY OBJECTIVES

In this mission, when players are selecting their secondary objectives they can, if they wish, choose *one* of them to be the Data Intercept (see below).

DATA INTERCEPT

Progressive Objective

Your forces must successfully attach specialised wargear to take control of several critical data terminals in the area, if we are to successfully extract the information we need.

Each time a unit from your army successfully completes the following action, you score a number of victory points equal to the number of objective markers you currently control.

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 an objective marker and no enemy units (excluding **AIRCRAFT**) are within range of that objective marker. This action is completed at the end of your next Command phase, so long as the unit performing it is still within range of the same objective marker.

GRAND TOURNAMENT 2020 – STRIKE FORCE
VITAL INTELLIGENCE

Designer's note: If a 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".
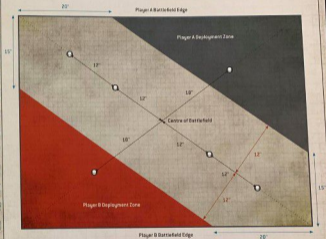
GRAND TOURNAMENT 2020 – STRIKE FORCE
SCORCHED EARTH

MISSION BRIEFING

The time for a decisive strike against the foe is nigh. Key targets have been identified and their continued existence can no longer be tolerated. Spread ruination throughout the enemy's territory and leave nothing but heaped corpses and blazing wreckage in your wake!

MISSION RULES

Raze Objective (Action): One unit from your army can start to perform this action at the start of your Movement phase if it is within range of an objective marker that can be razed and no enemy units (excluding AIRCRAFT) are within range of that objective marker. Player A can only attempt to raze the objective markers labelled B, and player B can only attempt to raze the objective markers labelled A. This action is completed at the end of your turn. If this action is successfully completed, that objective marker is razed and removed from the battlefield.

PRIMARY OBJECTIVES

Victory points are awarded for controlling objective markers, as follows.

TAKE AND HOLD

Progressive Objective

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions and hold them at any cost.

At the end of each player's Command phase, the player whose turn it is scores 1 victory point for each of the following conditions they satisfy (to a maximum of 15 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.

SECONDARY OBJECTIVES

In this mission, when players are selecting their secondary objectives they can, if they wish, choose for one of them to be Raze (see below).
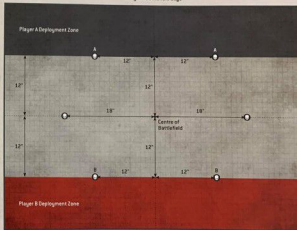
RAZE

End Game Objective

Key strategic sites have been identified that our scouts believe are critical to the enemy's war efforts in this region. Storm these sites, slaughter any that stand sentry there and burn everything to the ground.

At the end of the battle, a player scores 6 victory points if one objective marker was removed from the battlefield due to a successful Raze Objective action performed by a unit from their army during the battle, and 12 victory points if two objective markers were so removed.

Player A Battlefield Edge

Player A Deployment Zone

Player B Deployment Zone

Player B Battlefield Edge