

# ITC 2016 Scenario Guidelines

## Definitions:

- Victory Points: used to determine which player wins a Dawn of 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.

## General Scoring Guidelines:

- Players score each mission in the ITC Scenarios separately, which then generate Mission Points to determine who wins the scenario.
- The Dawn of War and Maelstrom missions are worth 4 Mission Points if won, 2 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 0-11 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.
  - 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 Dawn of War Missions:

- Played per the Warhammer 40,000 rule book with modifications listed on the scenario sheet. Note, any victory points earned from missions such as destroying fast attack units in The Scouring count towards the Dawn of 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.
  - Note, if you roll two Destroy an Enemy Unit objectives, destroying 1 unit earns you 1pt, destroying 2 units earns you 2pts.
  - Note, no Maelstrom Points will be earned in the first game turn, as scoring begins on game turn 2.
- If the controlling player opts to forgo 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.
- Any bonus victory points earned through special rules such as destroying an enemy character in a challenge granting 1 bonus Victory Point, are applied to the Maelstrom score for that player turn.
- Regardless of circumstance, no more than three Maelstrom Points may be earned in a player turn.

#### **Bonus Point Guidelines:**

- First Blood: Per the book.
- Linebreaker: Per the book.
- Slay the Warlord: Per the book.
- Big Game Hunter: At the end of the game, of all destroyed units, the player that destroyed the unit worth the most points wins this point.
  - Note: Independent Characters count as their own unit, regardless of whether they are in another unit or not.
  - Note: You do not need to destroy your opponent's most valuable unit to achieve this point, but simply destroy a unit of theirs worth more points than any of yours they destroyed.
  - Note: Combat Squads of Marines each count as an individual unit, worth half the full unit's cost.
  - 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.
  - Note: Both players can earn this point.

- Table Quarters: The player with the most scoring or denial units that are more than 50% in a table quarter controls that quarter. The player that controls the most table quarters wins this point.
  - Note: Independent Characters only count as a point for this objective if they are not in a unit.
  - Note: Units in a transport do not count towards this objective unless they are disembarked from their transport.
  - Note: While rare, it is possible for both players to earn this point.
- King of the Hill: The player with the most scoring or denial units at least partially within 6" of the center point of the table wins this point.
  - Note: Independent Characters only count as a point for this objective if they are not in a unit.
  - Note: Units in a transport do not count towards this objective unless they are disembarked from their transport.
  - 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.

#### **Lords of War:**

- If one player has a Super Heavy or Gargantuan Creature Lord of War and the other does not, the player without gains +1 to Seize the Initiative.
- Every 3 Wounds or Hull Points a Super Heavy or Gargantuan Creature Lord of War has, rounding up, counts as a unit for scenario objectives that require the opposing player to destroy an enemy unit.
  - Example: In Purge the Alien, an Imperial Knight with 3 Hull Points could give up 2 Kill Points total. 1 for the first 3 Hull Points of damage done, the second when it lost its last 3 Hull Points and was destroyed. A Stormsurge with 8 wounds would give up 3 Kill Points if destroyed.
  - Example: If a player generates a "Destroy an Enemy Unit" Maelstrom Mission, they fulfill the requirement for every 3rd Hull Points or Wound they inflict on a Super Heavy or Gargantuan Creature during that player turn, rounding remaining wounds up.
    - Player A generates a "Destroy an Enemy Unit" Maelstrom Objective. He inflicts 3 Hull Points of Damage on an undamaged Imperial Knight during his turn and earns this Maelstrom Point.
    - Player B generates a "Destroy an Enemy Unit" Maelstrom Objective. She inflicts 1 Hull Point of Damage on an Imperial Knight which had already sustained 2 Hull Points of damage earlier in the game. Player B earns this Maelstrom Point.
    - Player C generates a "Destroy an Enemy Unit" Maelstrom Objective. He inflicts the final 2 wounds on a Stormsurge which had already taken 6 wounds, killing it. Player A earns this Maelstrom Point as remaining wounds or Hull Points are rounded up.

- Note: Any damage done to a specific Super Heavy or Gargantuan Creature Lord of War is cumulative, even if they heal wounds or repair Hull Points by some means. This would effectively increase the number of Kill Points they could give up.
  - An Imperial Knight takes 3 Hull Points of damage bringing it down to 3 remaining, giving up 1 Kill Point. It repairs a Hull Point of damage raising its remaining Hull Points to 4. In the next turn, it takes 3 more Hull Points of damage lowering it to 1 Hull Point remaining, giving up a 2nd Kill Point. It then loses its last Hull Point of damage, destroying it, giving up a 3rd Kill Point as remaining wounds or Hull Points are rounded up.
  - In instances where a Super Heavy or Gargantuan Creature is able to repair Hull Points or heal wounds, it is advisable to keep a tally of damage done to each over the course of the game.



## 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: Big Game Hunter, Linebreaker, Slay the Warlord.

**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, Table Quarters, Slay the Warlord.

**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: Slay the Warlord, King of the Hill, First Strike.

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

## ITC 2016 Scenario 4

25. **Step 1.** Adjust and define terrain with your opponent.
26. **Step 2.** Roll for Psychic Powers/Gifts/etc.
27. **Step 3.** Roll for deployment zones. **HAMMER AND ANVIL DEPLOYMENT**
28. **Step 5.** Place Objectives using normal objective placement rules as modified below.
  - a. Each player places Maelstrom Objective number 1 in their own deployment zone, number 2 more than 30" from their own deployment table edge and number 3 in their opponent's deployment zone.
  - b. These objectives are also the Scouring Objectives, which are worth 1, 2 and 3 points respectively.
29. **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).
30. **Step 7.** Roll for Night Fighting.
31. **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.
32. [Reference the ITC Scenario Guidelines for additional scenario information.](#)

**Primary Mission:** The Scouring: 4 Mission Points if achieved, 2pts if tied, 0pts if lost.

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

1. Hold Either Objective 1
  2. Hold Either Objective 2
  3. Hold Either Objective 3
  4. Destroy an enemy unit.
  5. Destroy an enemy unit.
  6. Destroy an enemy unit.
- 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.
  - 3 Point Maelstrom Objective: If any 2 of Maelstrom Objectives 4, 5 or 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: \_\_\_\_\_

**Bonus Points:** 1 Mission Point each: Big Game Hunter, Linebreaker, Slay the Warlord

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



## ITC 2016 Scenario 5

33. **Step 1.** Adjust and define terrain with your opponent.
34. **Step 2.** Roll for Psychic Powers/Gifts/etc.
35. **Step 3.** Roll for deployment zones. **VANGAURD STRIKE DEPLOYMENT**
36. **Step 5.** 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.
37. **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).
38. **Step 7.** Roll for Night Fighting.
39. **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.
40. [Reference the ITC Scenario Guidelines for additional scenario information.](#)

**Primary Mission:** Big Guns Never Tire: 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.

7. Hold Objective 1 in the enemy deployment zone.
8. Hold Objective 2 in the enemy deployment zone.
9. Hold Objective 1 in your deployment zone.
10. Hold Objective 2 in your deployment zone.
11. Destroy an enemy unit.
12. Destroy an enemy unit.
- 3 Point Maelstrom Objective 1: If any 2 of Maelstrom Objectives 1, 2, 3 or 4 are generated, they may be exchanged for: Hold 3 Objectives and earn 3 Maelstrom Points.
- 3 Point Maelstrom Objective 2: 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: \_\_\_\_\_

**Bonus Points:** 1 Mission Point each: Ground Control, Linebreaker, Slay the Warlord.

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

## ITC Scenario 6

41. **Step 1.** Adjust and define terrain with your opponent.
42. **Step 2.** Roll for Psychic Powers/Gifts/etc.
43. **Step 3.** Roll for deployment zones. **DAWN OF WAR DEPLOYMENT**
44. **Step 5.** Place Objectives using normal objective placement rules as modified below.
  - a. Each player places their Maelstrom Objective number 1 in their own deployment zone, and their number 2 Maelstrom Objective more than 18" away from their own back deployment edge.
  - b. These objectives are also the Crusade Objectives.
45. **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).
46. **Step 7.** Roll for Night Fighting.
47. **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.
48. [Reference the ITC Scenario Guidelines for additional scenario information.](#)

**Primary Mission:** Crusade: 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.

13. Hold Either Objective 1
  14. Hold Either Objective 2
  15. Destroy an enemy unit.
  16. Destroy an enemy unit.
  17. Have a scoring unit at least partially within the enemy deployment zone.
  18. Have at least 3 of your scoring units and no enemy scoring units at least partially within your own 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 3 and 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: \_\_\_\_\_

**Bonus Points:** 1 Mission Point each: First Blood, Linebreaker, Slay the Warlord.

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

