

THERE IS ONLY WAR...



Planet Markus IV has fallen into anarchy. It started with an all-too-common planetary rebellion. The governor turned his back on the warm embrace of The Emperor and declared independence from the Imperium. Blasphemy invites corruption, and soon the insidious forces of chaos began tearing the planet apart from within. Civil war raged across the planet, with competing factions vying for control, some led by heretical demagogues, others by petty warlords, and still others by wealthy scions. The Imperial Guard was called in to restore order, but too late. Like scavengers to a dying animal, Xenos and the forces of Chaos began to swarm to the planet for plunder and conquest.



Nobody is neutral. The Imperial Guard fights to restore order to the planet at all costs, while the Adeptus Mechanicus scavenges for lost technology under the pretense of support. The Blood Angels and Space Wolves vie for eminence, seldom cooperating, and, more often than not, clashing over vainglorious matters of doctrine and philosophy. Competing Chaos warbands battle for the glory of their own Gods. The Eldar are drawn to the planet for their own inscrutable reasons, while the Orks are attracted merely by the prospect of bloodshed.

**WAR RAGES. THE PLANET
STANDS AT THE BRINK.
WHO WILL EMERGE
VICTORIOUS?**

The war for Maarkus IV is being waged by four competing factions

SPACE MARINES



THE IMPERIUM OF MAN



XENOS



THE DARK FORCES



Only one army from each faction will survive to take part in the final battles to decide the fate of Maarkus IV

THE BATTLES



Battles are 3,000 points each and will be played using the latest version of the NetEA rule set and lists from the 2014 Compendium. Each game will be the standard tournament mission unless stated otherwise.

Players must have at least 500 points worth of painted models in the first round, 1000 points in the second, 1500 points in the third, and so on and so forth. All 3000 points being fielded should be painted by round 6.

The penalty for not meeting the painting requirement is granting your opponent **five** re-rolls during the course of the game, to be used in any manner desired by your opponent (and, yes, your opponent may re-roll a re-roll).



SCORING

Win on Objectives – 6 points

Win on Points – 4 points

Draw – 3 Points

Loss on Points – 2 points

Loss on Objectives – 0 points

Veteran Formations



Some formations can gain “experience” throughout the course of the campaign. Any formation owned by a player who has won on objectives, is not broken at the end of the game, has captured an objective that contributes to the victory (this includes BTS and DTF), and is at least 50% of starting strength, may be nominated for promotion to veteran status. Roll 2d6 in front of your opponent.

2 – No Benefit

3 – Die Hards – The formation may re-roll one failed rally roll per game

4 – Fire for Effect – Once per game, the formation may place one additional blast marker on a unit that it scores a casualty against via shooting

5 – Furious Charge – The formation may re-roll ALL FF and CC dice once per game in the turn it declares an engage move

6, 7, 8 – Reliable - The formation may re-roll one failed order per game

9 – Crack Shots – Once per game, the squad may re-roll ALL shooting dice

10 – Tactical Genius – May declare enemy formations up to 10cm away intermingled

11 – Tenacious Fighters - The formation gains the “inspiring” ability (*does stack with models in the formation that also grant the ability*)

12 – Player’s choice

This veteran squad must be used “as-is”. You cannot add, subtract, or substitute units in the formation from game-to-game. You may only have one veteran formation at a time. If the formation is wiped out, it is gone forever.

SCHEDULE

	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7	Round 8
Imperium of Man								
Adam	Jason	Austin	Jack	Matt	Stephan	Sergio	Stewart	Jason
Jason	Adam	Jack	Sergio	Stephan	Stewart	Matt	Austin	Adam
Space Marines								
Austin	Jack	Adam	Stephan	Sergio	Matt	Stewart	Jason	Jack
Jack	Austin	Jason	Adam	Stewart	Sergio	Stephan	Matt	Austin
Dark Forces								
Matt	Stephan	Sergio	Stewart	Adam	Austin	Jason	Jack	Stephan
Stephan	Matt	Stewart	Austin	Jack	Adam	Jack	Sergio	Matt
Xenos								
Sergio	Stewart	Matt	Jason	Austin	Jack	Adam	Stephan	Stewart
Stewart	Sergio	Stephan	Matt	Jack	Jason	Austin	Adam	Sergio

Battles begin M41.014 February 1

Each round is three weeks long

The winner of each division moves on to single-elimination playoffs

Bandit Games

If a commander cannot fight his scheduled match, he may hire a “bandit” from inside or outside of the league to fight his battle for him. However, the best result the absent player can receive is “Draw”, while the worst result the present player can receive is “Draw”.

