



Dragon Fall GT uses all Warhammer 40k 9th Edition Matched Play and Current Grand Tournament Rules:

- Armies must be Battle-Forged.
- Armies must have 1-3 Detachments.
- Armies must be 2000 points or less.
- Armies must be Battle Ready as described in Grand Tournament rules.

Game length will be 165 minutes (2 hours and 45 minutes) per round.

Schedule - Day 1 Saturday - 8am to 6:30pm

- Check In - 8am to 8:45am
- Round 1 - 9am to 11:45am - [Mission 11 Retrieval Mission \(Take and Hold\)](#)
- Lunch - 11:45am to 12:45pm
- Round 2 - 12:45pm to 3:30pm - [Mission 32 Sweep and Clear \(Take and Hold\)](#)
- Break - 3:30pm to 3:45pm
- Round 3 - 3:45pm to 6:30pm - [Mission 13 Vital Intelligence \(Domination\)](#)

Day 2 Sunday - 8am to 5pm

- Check In - 8am to 8:45am
- Round 4 - 9am to 11:45am - [Mission 21 Surround and Destroy \(Take and Hold\)](#)
- Lunch - 11:45am to 12:45pm
- Round 5 - 12:45pm to 3:30pm - [Mission 31 Overrun \(Domination\)](#)
- Break & Score Tally - 3:30pm to 4pm
- Awards & Announcements - 4pm to 5pm

Round 1 Mission

**GRAND TOURNAMENT 2021 — STRIKE FORCE
RETRIEVAL MISSION****11****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 primary objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 5 victory points for each of the above conditions they satisfy (for a maximum of 15 victory points).

SECONDARY OBJECTIVES

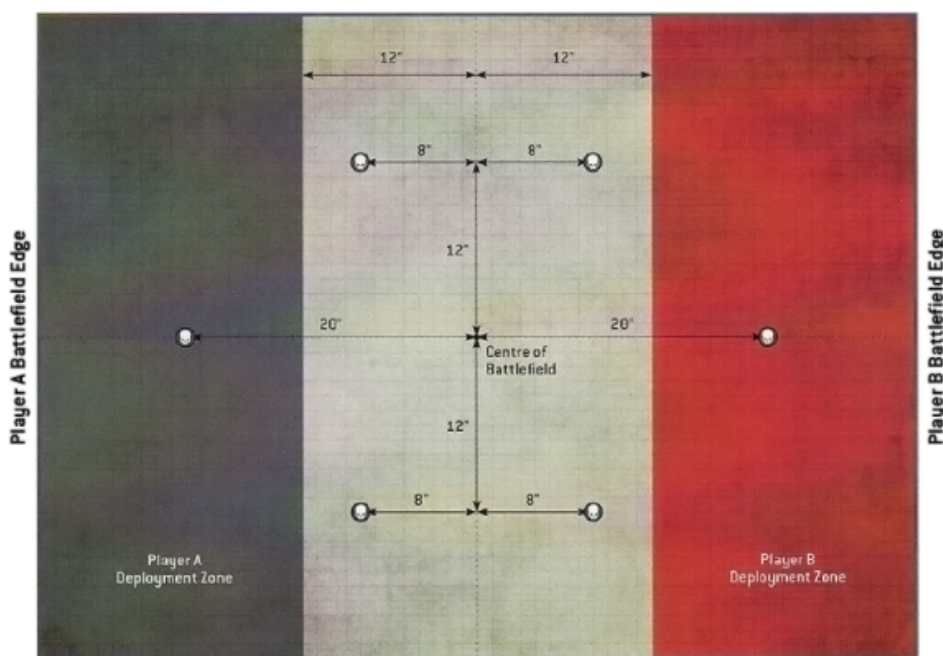
In this mission, when the players are selecting their **secondary objectives**, they can, if they wish, choose for one of them to be Minimise Losses (see below).

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 in 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.



Round 2 Mission

**GRAND TOURNAMENT 2021 — STRIKE FORCE
SWEEP AND CLEAR** **32****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. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their **Command phase**; instead, at the end of their turn, they score 5 victory points for each of the above conditions they satisfy (for a maximum of 15 victory points).

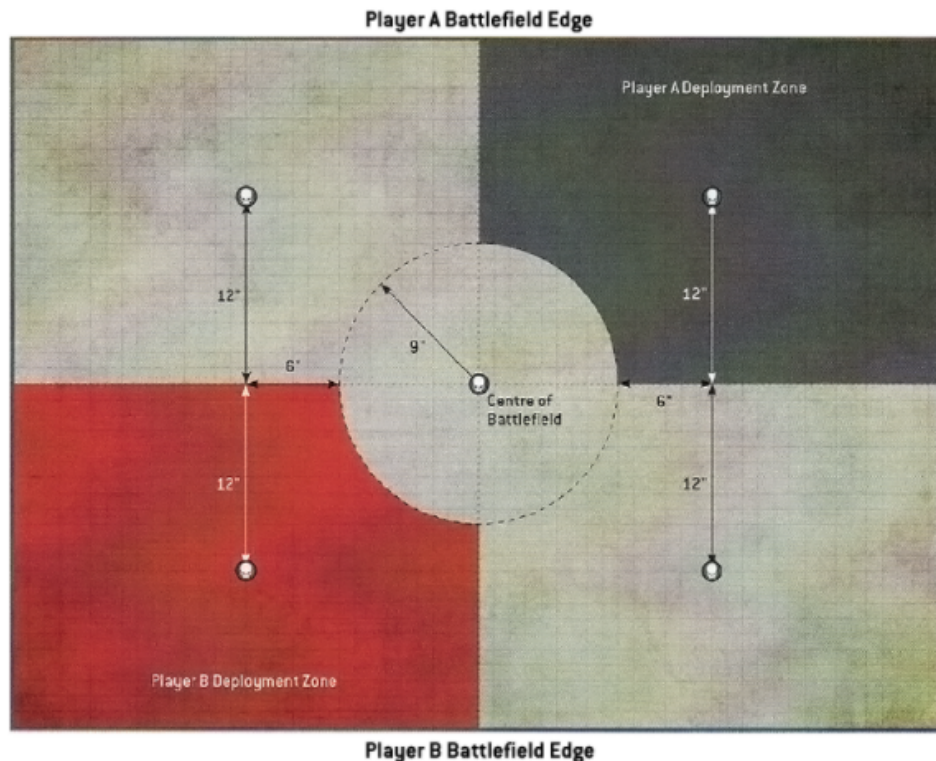
SECONDARY OBJECTIVES

In this mission, when the 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.



Round 3 Mission

GRAND TOURNAMENT 2021 — STRIKE FORCE
VITAL INTELLIGENCE
 **13**
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 battle field; storm 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. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their **Command phase**; instead, at the end of their turn, they score 5 victory points for each of the above conditions they satisfy (for a maximum of 15 victory points).

SECONDARY OBJECTIVES

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

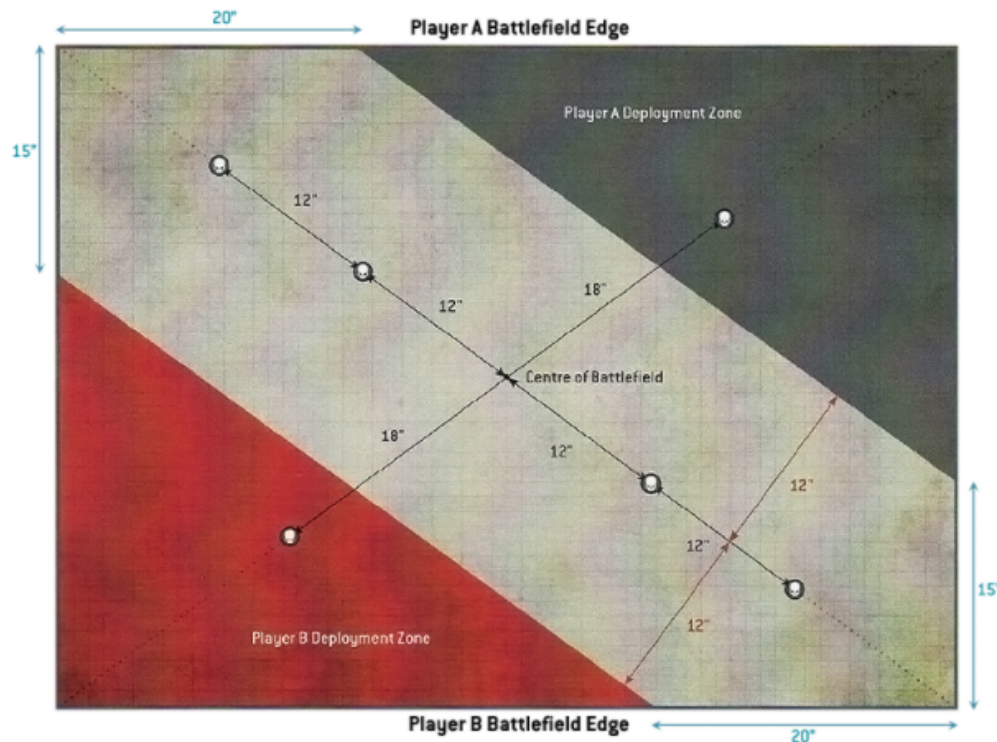
DATA INTERCEPT**Progressive Objective**

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.

Designer's note: This battlefield uses diagonal measurements. The shorts 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".



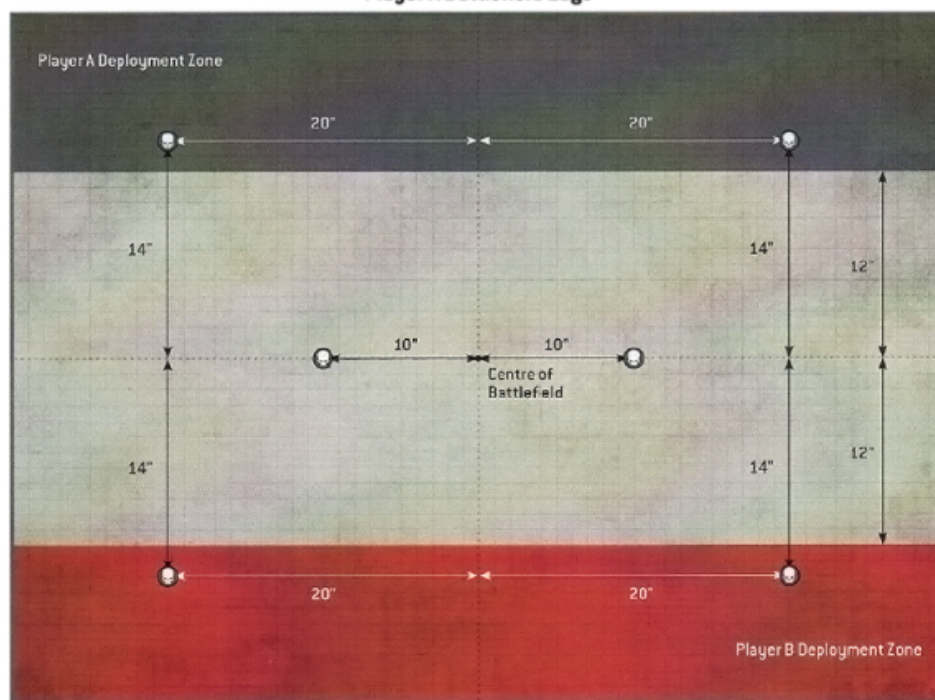
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In this mission, when the players are selecting their **secondary objectives**, they can, if they wish, choose for one of them to be Surround Them (see below).

Progressive and End Game Objective

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.

Player A Battlefield Edge



Player B Battlefield Edge

Round 5 Mission

**GRAND TOURNAMENT 2021 — STRIKE FORCE
OVERRUN** **31****MISSION BRIEFING**

Two forces are converging on the battlefield at breakneck speed, determined to smash aside their foes and take control of this region in one fell swoop. If one side can break through the other's spearhead before support forces can establish a beachhead, the enemy's front will be completely overrun.

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; storm 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. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their **Command phase**; instead, at the end of their turn, they score 5 victory points for each of the above conditions they satisfy (for a maximum of 15 victory points).

SECONDARY OBJECTIVES

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

OVERRUN**Progressive Objective**

The enemy is attempting to establish a foothold in this region. Redouble your efforts to maintain control of the battlefield by seizing your opponent's staging posts before they can dig in.

Score a number of victory points at the end of your **Command phase** if you control one or more of the **objective markers** that are within your opponent's territory, as shown in the table below:

NUMBER OF OBJECTIVE MARKERS IN OPPONENT'S TERRITORY YOU CONTROL	VICTORY POINTS
1	2
2	3
3	5

