



MULTIPLAYER BATTLES

SETUP & DEPLOYMENT

- Agree on a point limit and build your army as normal
- Players roll off and pick their deployment zones from highest to lowest dice roll.
- Players alternate deploying their units from highest to lowest dice roll from previous roll off including setting units in reserve.

VICTORY CONDITIONS

At the End of each players turn the player whose turn it is scores victory points as follows:

- 5 VP for holding an objective
- 5 VP for holding two objectives
- 5 VP for holding more objectives than any other player
- 1/2 VP for each unsaved Wound inflicted rounded up to a maximum of 10 VP*

**Example: a killed model with 1 Wound is worth 1 VP, a killed model with 2 Wounds is also worth 1 VP. A killed model with 5 Wounds is worth 3 VP etc.*

TURN ORDER & CP

- Players roll off at the start of each battle round. The player whoever rolled highest decides who takes the first turn. After the first player finished his turn, all remaining players roll off and whoever rolled highest decides who takes the next turn etc.
- Player gain one (1) Command Point at the Start of each players turn as normal
- The Battle will take place over 5 Battle Rounds

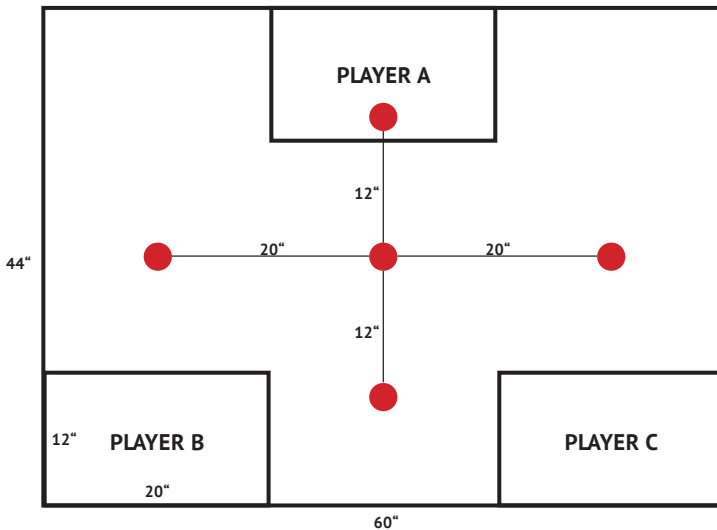
UNENDING WAR

- Destroyed units go into active reserve
- A unit can be setup from reserve as normal entering the battlefield from all sides more than 9" away from all enemy units OR within 9" of enemy units but when doing so the set up unit may not shoot or charge this turn.

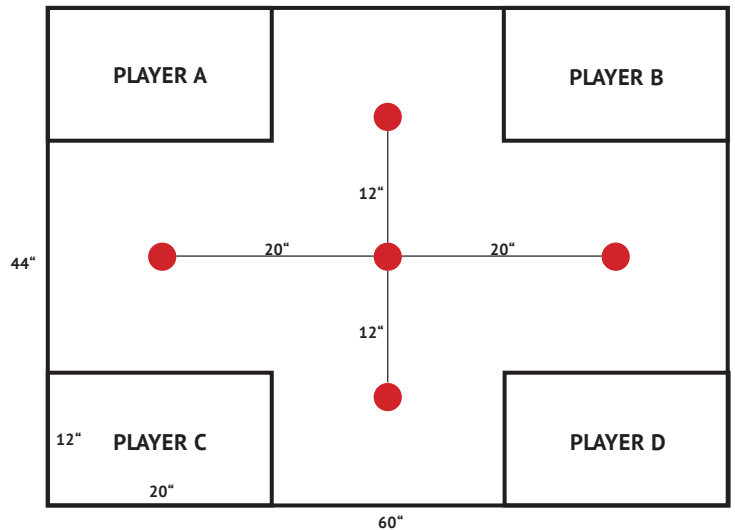
PSYCHIC AND CLOSE COMBAT

- Only one player can attempt to resist a psychic power
- Multiple Heroic Interventions are resolved in an order decided by the active player
- All units in combat can attack in any players combat phase and can target any player they wish. However no unit can be activated more than once unless specifically stated (e.g. through a special rule etc.)
- Units that charged this turn or have the fight first ability are resolved first as normal. Then the active player decides an order for all players to activate a unit. Then each player activates units until all eligible units fought.

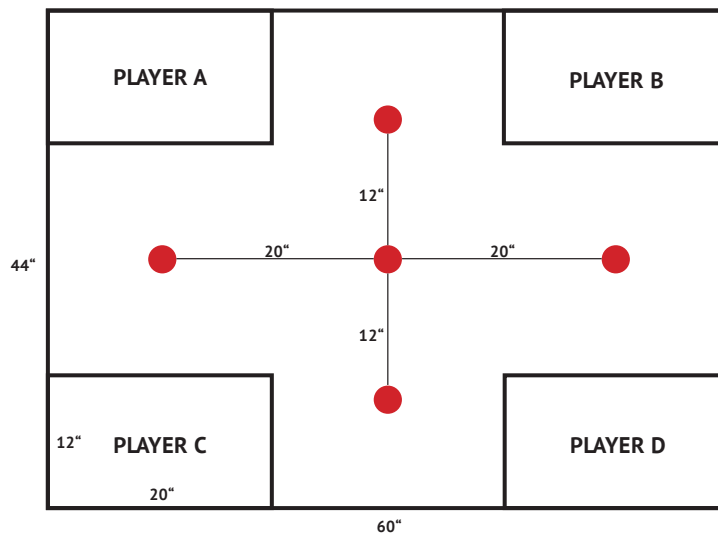
3 PLAYERS



4 PLAYERS



5 PLAYERS



**5 Player: In a 5 Player game the fifth player is set up wholly in reserve and enters the battlefield in turn one. Units coming in from reserves can ignore the rule for set-up more than 9" away from all enemy units and can shoot and charge as normal in the first turn.*