



JUSTPLAY EVENTS



NAUGHTYK

TERRAIN PACK

MISSIONS

Before each round one of the following missions will be drawn by the Tournament Organiser. The same Mission will not be duplicated over an event

Primary Mission

Purge the Foe

Supply Drop

Linchpin

Burden of Trust

Scorched Earth

Mission Rule

Smoke and Mirrors

Adapt or Die

Prepared Positions

Raise Banners

Stalwarts

Deployment

Tipping Point

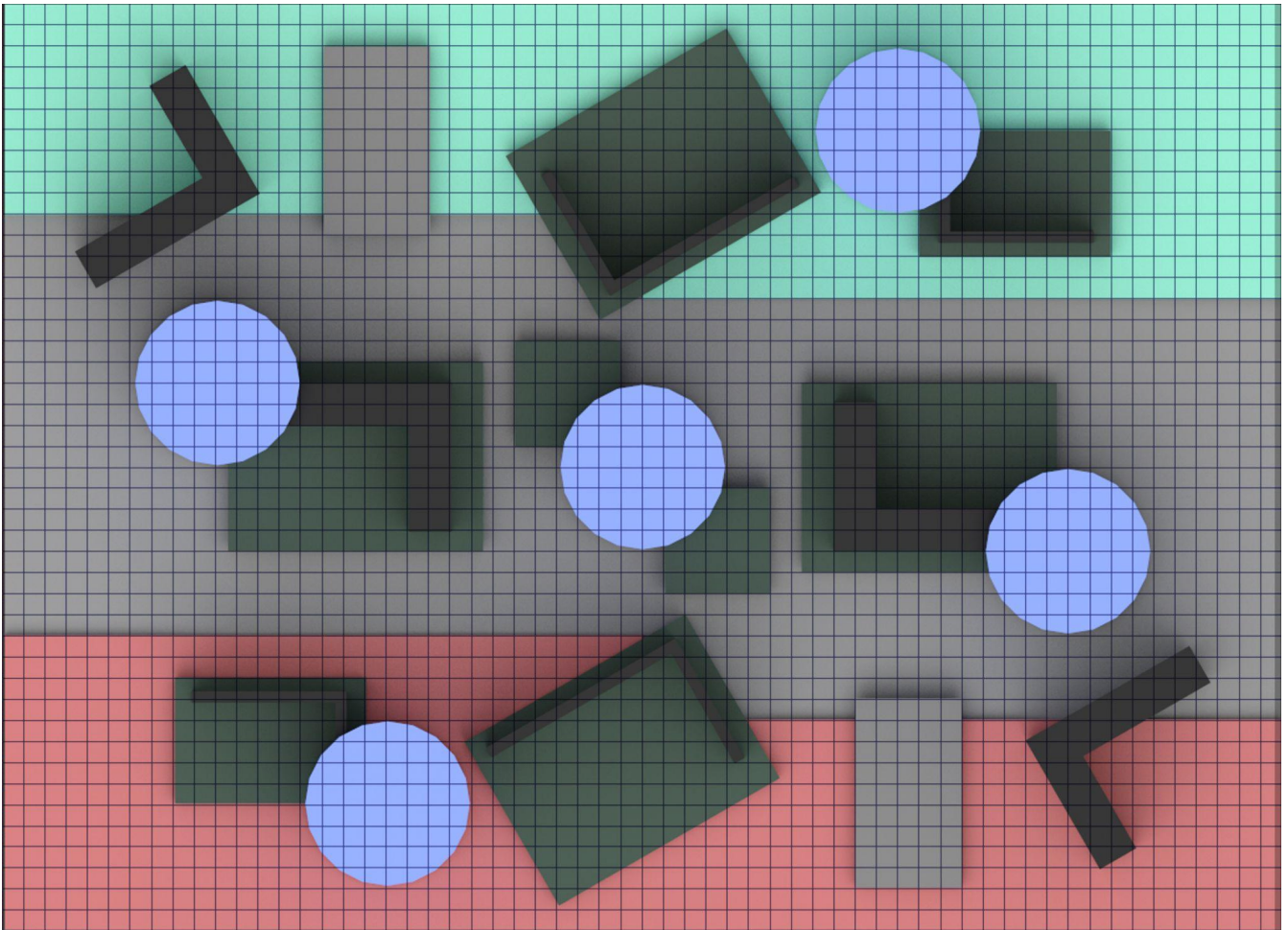
Search and Destroy

Dawn of War

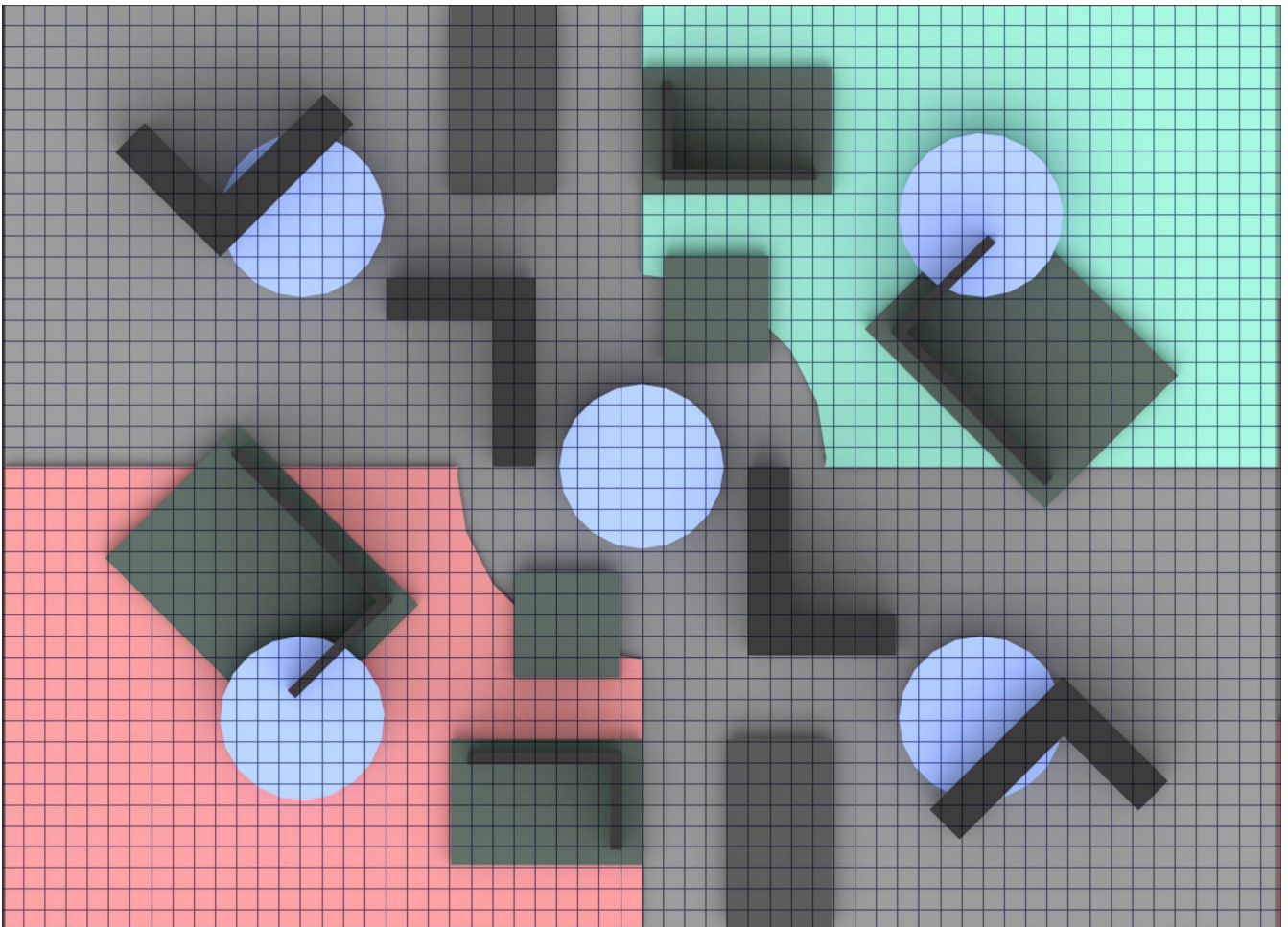
Sweeping Engagement

Crucible of Battle

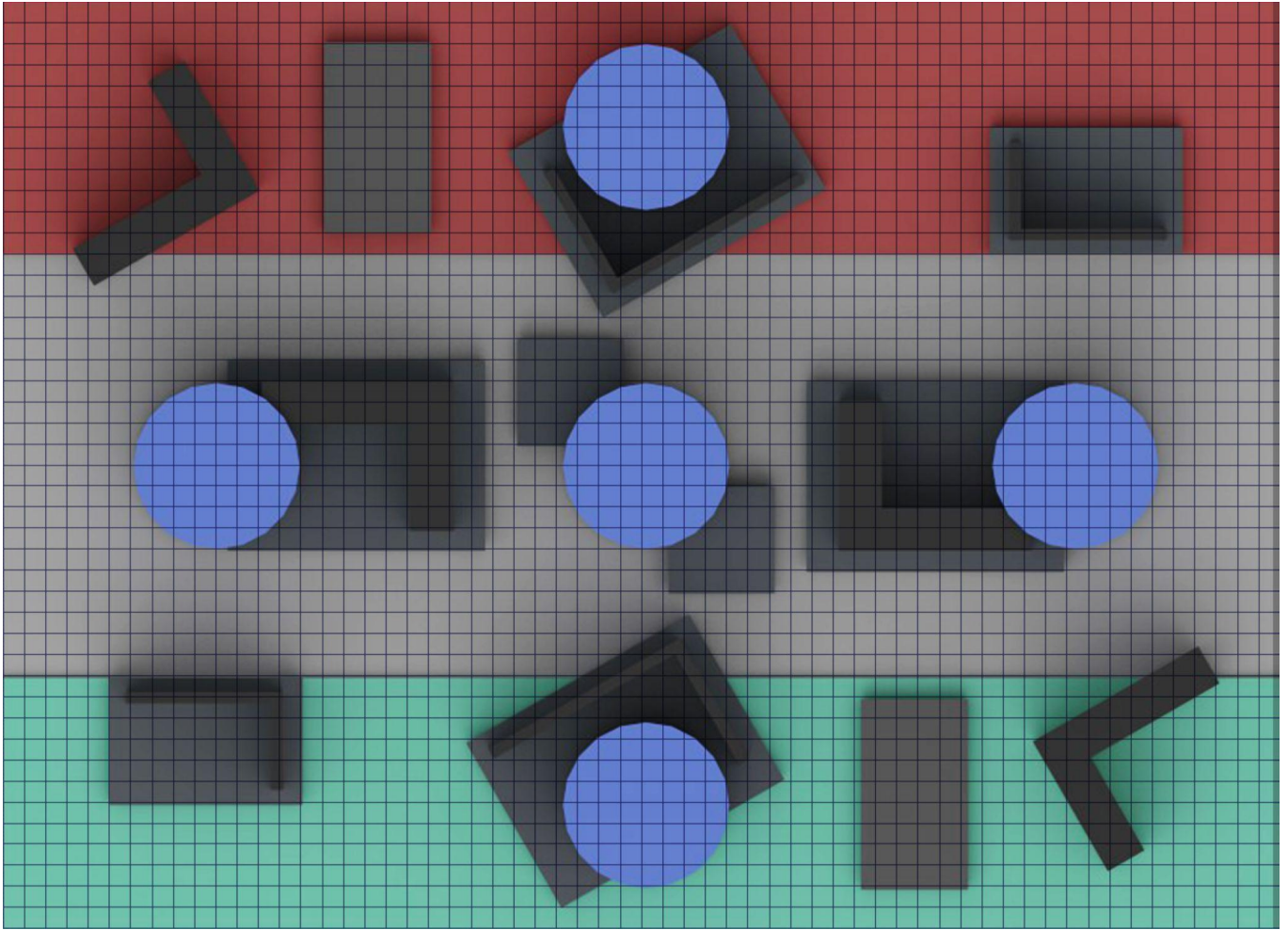
Sweeping Engagement



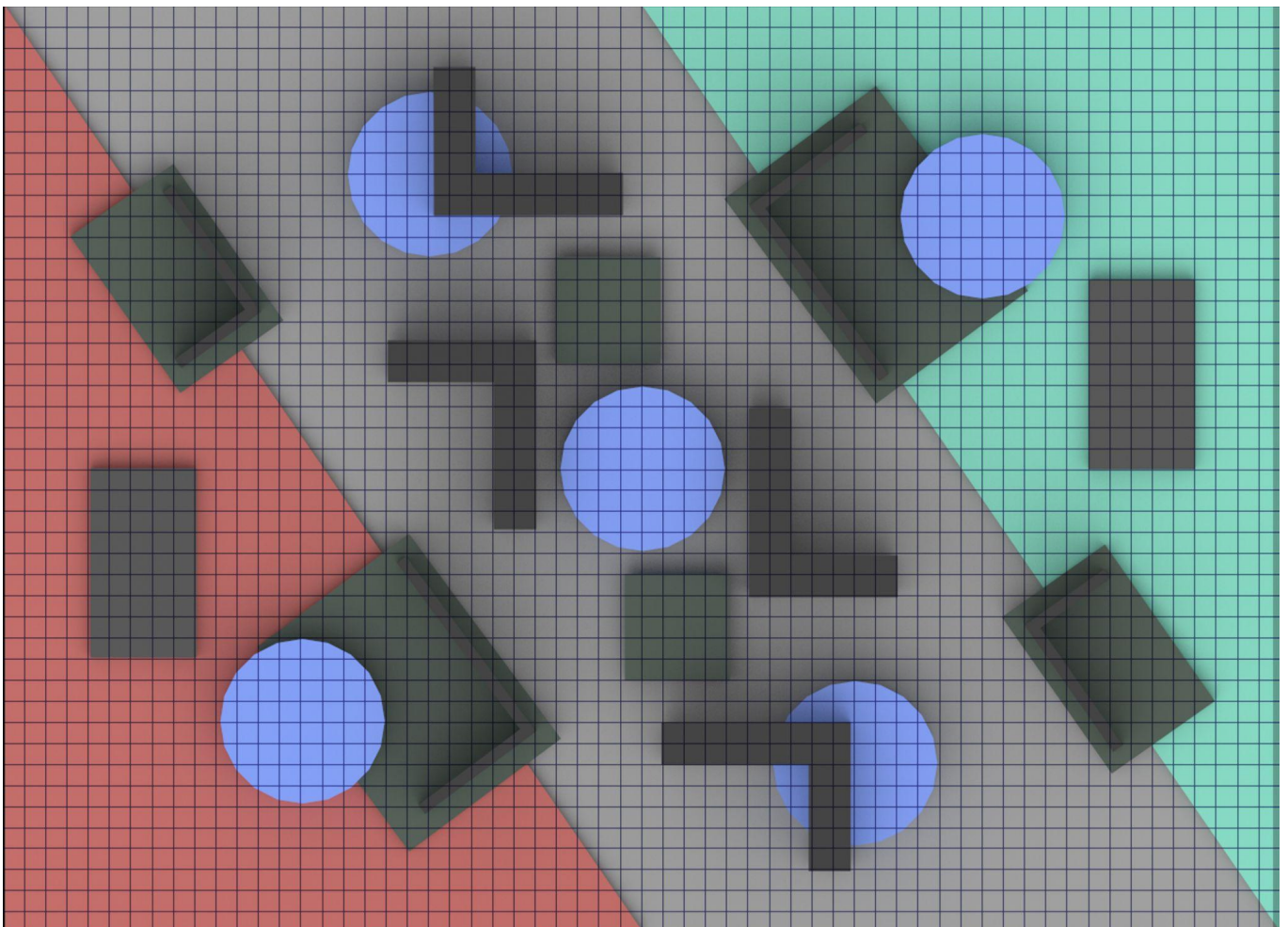
Search and Destroy



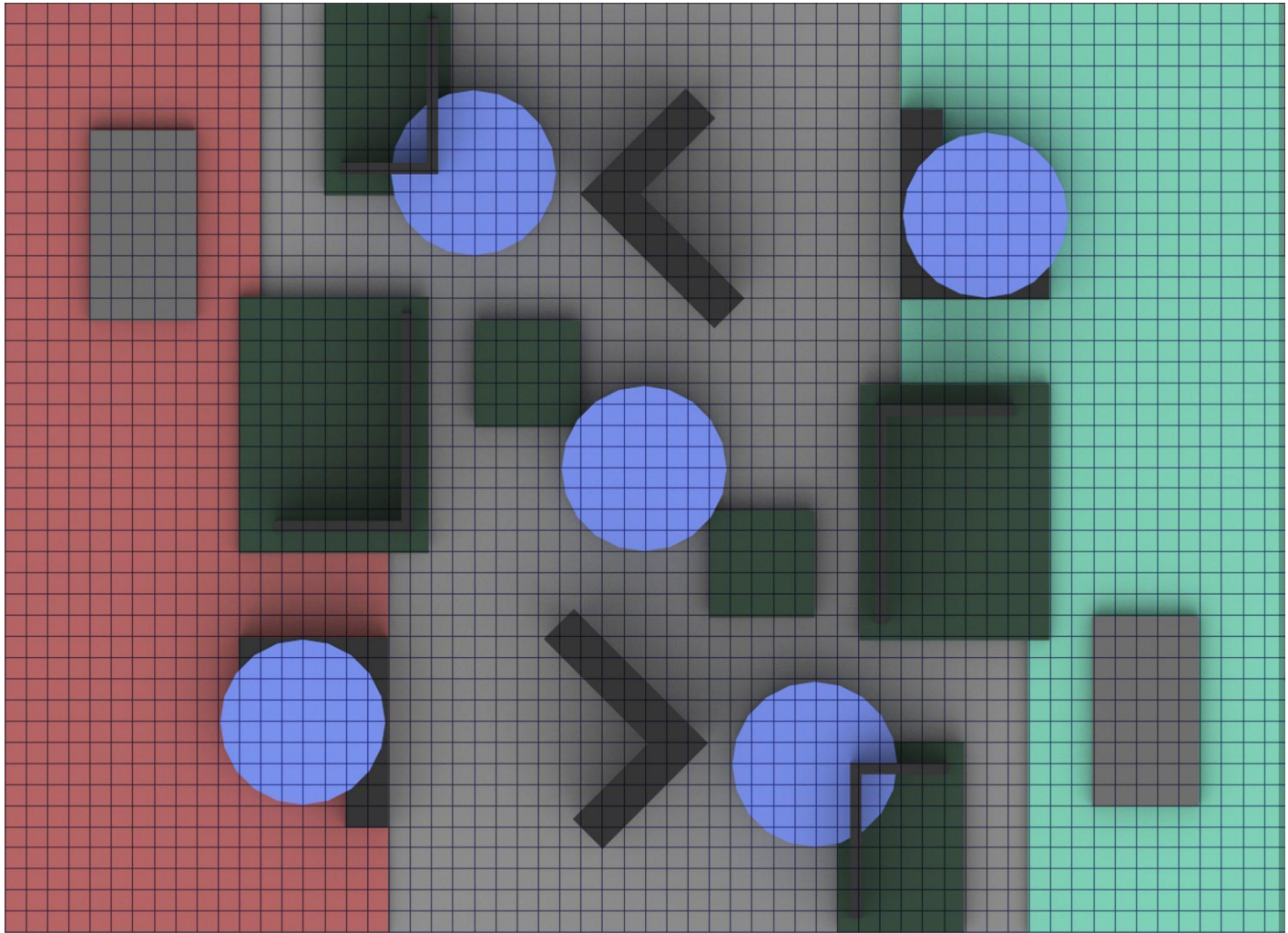
Dawn of War



Crucible of Battle



Tipping Point



Terrain FAQ

Rectangular and Square terrain pieces (that do not have a Ruin on them) Count as Craters and Rubble. Also, these pieces are counted as Battlefield Debris for the Visibility purposes.

Thicker “L” shaped walls are counted as a Ruin, with its footprint being its shape. Meaning it is impossible to be within its footprint. Though Infantry and Beast models may move through these pieces as normal. Note the depth of these pieces is 1.9” for coherency purposes.

The remaining **“L” pieces** are true ruins, with their footprint being defined on the maps and tables.