

War in the Warp is a custom battle for 40k 9th edition meant to be played by 4 players. This game is meant to be played on a 60"x60" battlefield, with terrain placed as the players see fit.

Each player represents a greater daemon of one of the dark gods. Players can either roll off to determine who selects their god first, or agree of who plays which. Each player begins the game with a single exalted greater daemon (as per the *Exalted <Greater daemon>* Stratagem) of their respective god. The Tzeentch player has a Lord of Change, the Nurgle player has a Great Unclean One, the Slaanesh player has a Keeper of Secrets, and the Khorne player has their choice of one of the three Bloodthirster variations.

Each player can equip their daemon with any wargear on their datasheet, as well as a warlord trait and a relic aligned to their mark of chaos.

Players roll off to see who has initiative, starting with the winner and continuing clockwise. First, one objective marker is placed directly in the center of the battlefield. Then, each player in initiative order places one objective marker anywhere 12" away from any battlefield edge, and 12" away from any other objective marker.

In the deployment phase the player with initiative deploys their daemon in one of the table corners, and the others do so as well with the exception that each daemon must deploy on the opposite table corner as their rival. (I.E: the Lord of Change and Great Unclean One must deploy opposite of each other, and the Bloodthirster and Keeper of Secrets must deploy opposite of each other). Each player starts the game with six command points.

Gameplay begins as normal with two exceptions: each player's warlord can use their *Daemonic Ritual* special rule even if they moved in the previous movement phase, and that each player has an increasing reserve of reserve power level to use for summoning new units.

Each player's reserve begins at 0 power level. At the start of each of their turns, the player adds 5 power level to their reserve. In addition, each objective marker a player controls adds 2 power level to their reserve. There is no maximum limit to this reserve.

If a player's warlord is slain they immediately remove all of their summoned units as well and are removed from the game. The last exalted daemon standing is the winner.