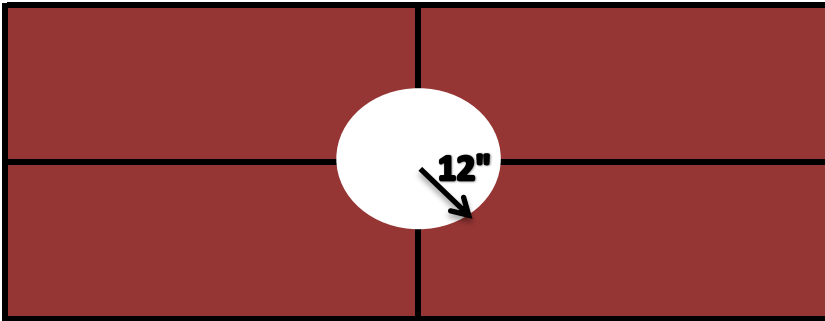


Mission One - Spearhead



Primary Mission: Kill them all!

The Primary Mission is to kill as many of the enemy units as possible. To get a kill point you have to destroy the whole unit, none can survive. Get more Kill Points than your opponent to win the primary mission.

0-1 in difference 3-3

2 in difference 4-2

3 in difference 5-1

4 in difference 6-0

Secondary Mission: Chaaaaarge!

At the end of the game, have more units in the other players deployment zone than the opponent has in yours.

If there is no difference 2-2

1 unit in difference 3-1

2 or more units 4-0

Tiebreaker: Victory Points

10 Victory Points is given out

Mission Two - Tweaked Pitch Battle

Special Rule

Each player gets to choose one infantry unit and a dedicated transport linked to that unit that gets to be a front unit. A front unit gets to deploy within 6" of your side of the centerline. The unit (with transport included) can't cost over 300p and won't be able to charge or get charged turn 1. It may also not be an HQ. The choice must be made after the roll for who starts but before the forces are deployed.



Primary Objective: Capture and Control!

Place three Objectives on the centerline of the table. One in the middle and the other two 18" from the short edges. Under the game you can walk up to the next to the objective with a Troop choice. The next movement phase they will pick the objective up. If you do so the objective will stick with that Troop choice until their death. When the unit dies their objective is dropped on the spot. No unit that's holding or picking an objective up can be embarked on a vehicle. If a unit that's carrying an objective starts to flee, they drop the objective. When the unit dies, the objective will drop within 1" from the last model. If there's more than one last model the player controlling the unit decides where the objective gets placed.

If there is no difference 3-3

1 in difference 4-2

2 In difference 5-1

3 in difference 6-0

Secondary Objective: Destroy Now!

Destroy the enemy player's chosen unit that gets to deploy 6" of the center line and the player's cheapest non-troop choice. If the other player hasn't chosen a unit, destroy the two cheapest non-troop choices (this can be vehicles).

If there is no difference 2-2

1 in difference 3-1

2 in difference 4-0

Tiebreaker: Victory Points

10 Victory Points is given out

Mission Three - Pitched Battle



Primary Objective: The Assassin

Before the game, secretly write down 4 of your opponents units that will be your main targets during the game. Only 2 of these can be vehicles. Destroy them to get a point. You don't have to show your targets to your opponent. If a unit that you've chosen combat squads, you have to kill both the groups. If two unit merges, you only have to kill the unit you wrote down

If there is no difference 3-3

1 in difference 4-2

2 In difference 5-1

3 in difference 6-0

Secondary Objective: Moving Objectives

Two objectives are placed on the centerline 24" from the short edge of the table. At the start of turn three they start to move. To determine how they move roll a scatter dice. If a hit is scored the objective moves 3" in the direction of the small arrow. If a the dice showed a miss, the objective scatters 1d6+3"

If there is no difference 2-2

1 in difference 3-1

2 in difference 4-0

Tiebreaker: Victory Points!

10 Victory Points is given out

Mission Four - Dawn of War

Special Rule

Nightfight turn one.



Primary Objective: Quarters

To control a quarter atleast 50% of the unit must be in it. A unit can't control more then one quarter. Any infantry unit can control the quarters. If there is exactly the same amount of points in two or more quarters the dice will decide which quarter it is in.

If there is no difference 3-3

1 in difference 4-2

2 In difference 5-1

3 in difference 6-0

Secondary Objective: Destroy what hurts the most!

Kill the enemys most expensive HQ and the most expensive vehicle. If the other player haven't gotten any vehicles, destroy the most expensive non-hq infantry unit.

If there is no difference 2-2

1 in difference 3-1

2 in difference 4-0

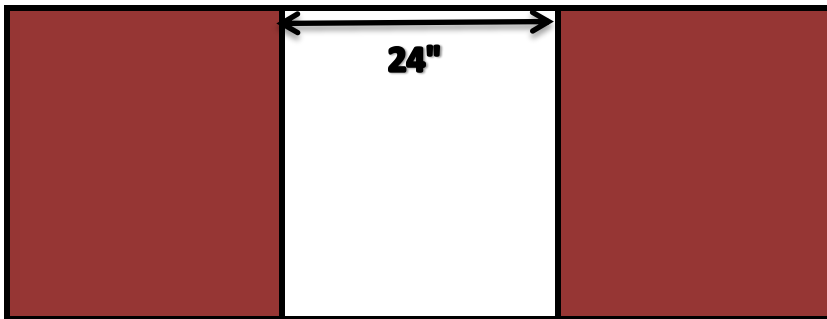
Tiebreaker: Victory Points!

10 Victory Points is given out

Mission Five - For Glory!

Special Rule:

Each player may choose one of their own non-vehicle units that gets the USR Rage. The unit that gets Rage can't embark onto vehicles. If you do this, another of your unit may get one of the following rules: Preferred Enemy, Tank Hunters or Furious Charge. Models will flee off your own short edges and outflanking units will come in from the long table edges. Normal reserves will come in from the short edges as well.



Primary Objective: Take the Strategic Points!

Place 5 objectives. One in the very center of the table, two objectives 36" from the short edges and 6" from the short edges and one in each center of the deployment zones.

0-1 in difference 3-3

2 in difference 4-2

3 In difference 5-1

4 in difference 6-0

Secondary Objective: Kill Points

Regular Kill Points. The whole unit must be killed to score a Kill Point

If there is no difference 2-2

1 unit in difference 3-1

2 or more units 4-0

Tiebreaker: Victory Points

10 Victory Points is given out

Games 0-20 pts
Main objective 0-6 pts
Secondary 0-4 pts
Victory points 0-10
Difference
0-333 5-5
333-667 6-4
668-1000 7-3
1001-1333 8-2
1334-1667 9-1
1668-2000 10-0

Contesting can be made by all units. To contest an objective you have to be within 3" of the center and to contest a quarter you have to be in it with more than 50% of the unit. If it is exactly 50% of the units points, the dice will decide.

You can't control and/or contest more than one thing with each unit.

