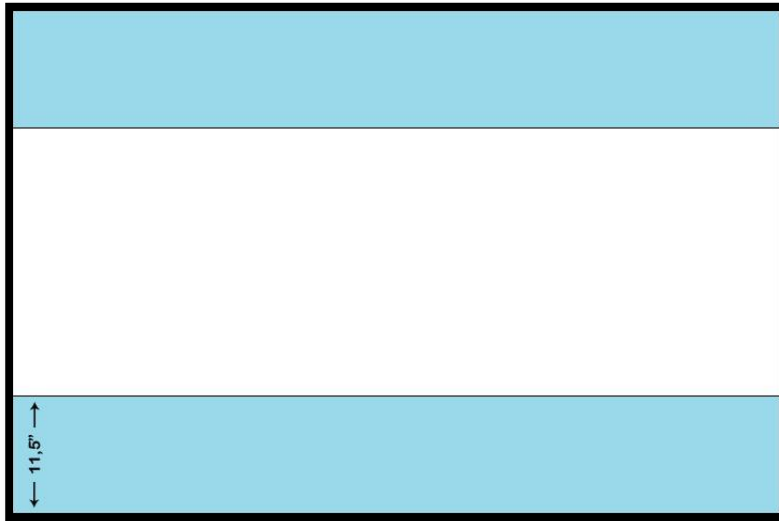


Mission 1



Setup: Players roll off to decide who chooses the player to go first.

Deployment: 11.5" from the long table edge belonging to that player.

Primary Objective: Quarters. To claim a quarter a player must have a scoring unit Fully within the quarter and the opposing player must not have a contesting unit. A unit with models in two (or more) quarters is not eligible to contest or claim anything.

Secondary Objective: Head Hunt. To achieve this goal you must completely destroy one HQ unit of your choice belonging to your opponent. (Ex. an entire Imperial Guard Company Command Squad needs to be killed, but not their dedicated Chimera)

Battle Points Table

Victory Points

8-0	1201+
7-1	901+
6-2	601+
5-3	301+
4-4	0-300

Primary Objective

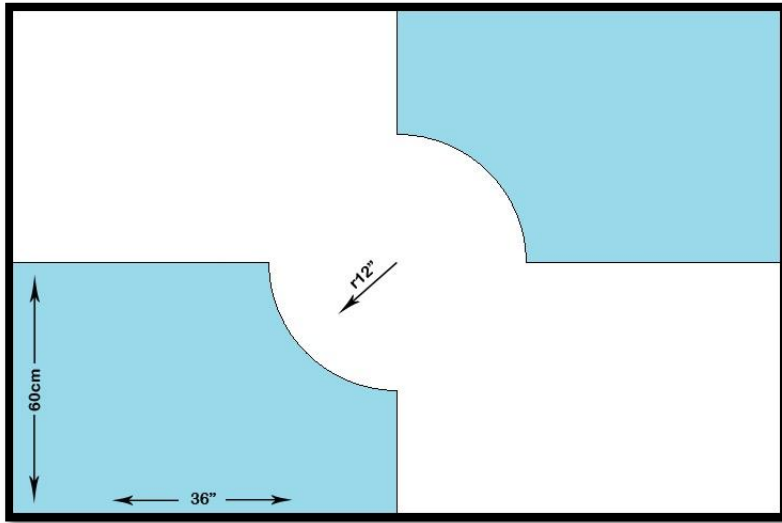
(Advantage in controlled quarters.)

12-0	3+
10-2	2+
8-4	1+
6-6	0

Secondary Objective

4-0 is awarded to a player who achieves this goal and simultaneously keeps his opponent from doing so, any other scenario results in 2-2.

Mission 2



Setup: Players roll off to decide who chooses the player to go first. Also set up one objective marker in the center of each unused quarters, then one in the exact center of the table.

Deployment: Quarters

Primary Objective: Objective markers. To claim an objective you must have a model from a scoring unit within 3" of the objectives centroid.

Secondary Objective: Forward Scouts. To achieve this goal you must have at least one scoring unit fully within 12" from your opponents long table edge at the end of battle. This cannot be contested by opposing units.

Battle Points Table

Victory Points

8-0	1201+
7-1	901+
6-2	601+
5-3	301+
4-4	0-300

Primary Objective

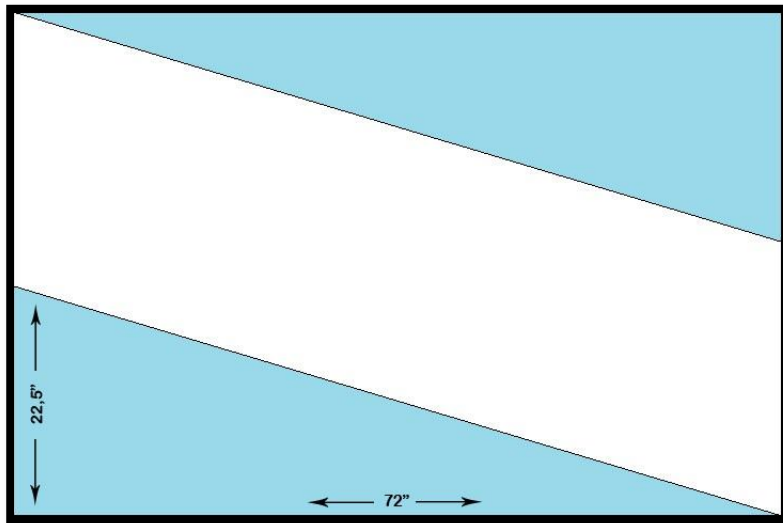
(Advantage in controlled objective markers.)

12-0	2+
9-3	1+
6-6	0

Secondary Objective

4-0 is awarded to a player who achieves this goal and simultaneously keeps his opponent from doing so, any other scenario results in 2-2.

Mission 3



Setup: Players roll off to decide who chooses the player to go first.

Deployment: 22.5" along one short table edge stretching to the corner of the related catheter.

Primary Objective: Kill Points.

Secondary Objective: Infiltration. To claim this objective you must have more scoring units in your opponents deployment zone than he has. Note that only scoring units can "contest" this.

Battle Points Table

Victory Points

8-0	1201+
7-1	901+
6-2	601+
5-3	301+
4-4	0-300

Primary Objective

(Advantage in kill points.)

12-0	6+
11-1	5+
10-2	4+
9-3	3+
8-4	2+
7-5	1+
6-6	0

Secondary Objective

4-0 is awarded to a player who achieves this goal and simultaneously keeps his opponent from doing so, any other scenario results in 2-2.

Mission 4



Setup: The players roll of to decide who starts placing objective markers. The players then place one objective marker each in a deployment zone at least 12" from all table edges or another objective marker. Players then roll off to decide who chooses the player to go first.

Deployment: Dawn of war.

Primary Objective: Quarters. To claim a quarter a player must have a scoring unit Fully within the quarter and the opposing player must not have a contesting unit. A unit with models in two (or more) quarters is not eligible to contest or claim anything.

Secondary Objective: Objective Markers. To claim an objective you must have a model from a scoring unit within 3" of the objectives centroid.

Battle Points Table

Victory Points

8-0	1201+
7-1	901+
6-2	601+
5-3	301+
4-4	0-300

Primary Objective

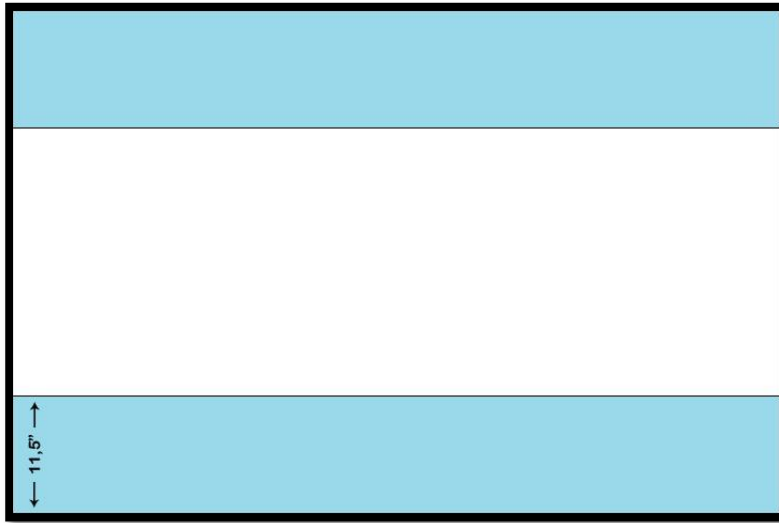
(Numbers stated in controlled quarters more than your opponent.)

12-0	3+
10-2	2+
8-4	1+
6-6	0

Secondary Objective

4-0 is awarded to a player who has claimed more objective markers than his opponent, any other scenario results in 2-2.

Mission 5



Setup: Players roll off to decide who chooses the player to go first. The players also place one objective marker each along the center line 6" from the short table edges.

Deployment: 11.5" from the long table edge belonging to that player.

Primary Objective: Meat Grinder. To qualify for this objective you must have as many scorings units as you can fully within 12" from the table centroid.

Secondary Objective: Objective Markers. To claim an objective you must have a model from a scoring unit within 3" of the objectives centroid.

Battle Points Table

Victory Points

8-0	1201+
7-1	901+
6-2	601+
5-3	301+
4-4	0-300

Primary Objective

(Numbers stated in controlled quarters more than your opponent.)

12-0	3+
10-2	2+
8-4	1+
6-6	0

Secondary Objective

4-0 is awarded to a player who has claimed more objective markers than his opponent, any other scenario results in 2-2.