

Missions SM 40k 2012

General Rules

Placing objectives

Objective markers must always be placed at least 6" from a table edge or 12" from another objective. Objective markers may only be placed on the bottom level of a ruin.

Linebreaker

The player who has the most scoring or denial units at least partially within his opponents' deployment zone wins this objective.

Random Game Length

All missions use the rules for Random game length.

Night Fight

All missions use the rules for Night fight.

Seize the initiative

All missions use the rules for Seize the Initiative.

Kill Points

A player is rewarded one Kill Point for each unit he has completely destroyed (or is falling back) at the end of the game.

Battle Points

All missions generate Victory Points for achieving objectives. To determine the victory in Battle Points; calculate the difference in Victory Points and consult the table below.

Difference	Winner	Loser
0	10	10
1	11	9
2	12	8
3	13	7
4	14	6
5	15	5
6	16	4
7	17	3
8	18	2
9	19	1
10+	20	0

Mission 1

Deployment: 5th ed. Quarters

Primary Objective: 3 Objective Markers **worth 3VP each**, one in the center of the table and one in each Deployment Zone

Secondary Objective: Kill Points, see below

Tertiary Objectives: First Blood, Slay the Warlord, Linebreaker **worth 1VP each**

Procedure:

1. Discuss the terrain
2. Roll-off to see who gets to choose deployment zone
3. Take turns deploying one objective marker each, in your opponents' deployment zone, starting with the one who choose deployment zone. Then place one objective marker in the center of the table.
4. Roll for Warlord Traits
5. Roll for Night Fight
6. Roll for Psychic Powers
7. Roll-off to see who gets to choose whether to deploy first or second

Kill Points

Calculate the difference in Kill Points. For each Kill Point in difference **up to five**, the winning player gets **1VP**.

Mission 2

Deployment: Dawn of War

Primary Objective: 5 Objective Markers **worth 3VPs each**, one in the center of the table.

Secondary Objective: First Blood, Slay the Warlord, Linebreaker **worth 1VP each**.

Procedure:

1. Discuss the terrain
2. Roll-off to see who gets to deploy the first objective marker. Then take turns deploying four objective markers.
3. Roll-off to see who gets to choose deployment zone
4. Roll for Warlord Traits
5. Roll for Night Fight
6. Roll for Psychic Powers
7. Roll-off to see who gets to choose whether to deploy first or second

Mission 3

Deployment: Vanguard Strike

Primary Objective: 4 Objective Markers **worth 4VPs each**, one in each Deployment Zone and one in each table half

Secondary Objective: First Blood, Slay the Warlord, Linebreaker **worth 1VP each**.

Procedure:

1. Discuss the terrain
2. Roll-off to see who gets to choose deployment zone
3. Take turns deploying two objective markers each, starting with the one who choose deployment zone. One in your opponents' deployment zone and one on your opponents' table half (this second objective can also be in your opponents' deployment zone).
4. Roll for Warlord Traits
5. Roll for Night Fight
6. Roll for Psychic Powers
7. Roll-off to see who gets to choose whether to deploy first or second

Mission 4

Deployment: Dawn of War

Primary Objective: Kill Points, se below

Secondary Objectives: Slay the Warlord, Linebreaker **worth 2VPs each**.

Tertiary Objective: First Blood **worth 2VP**.

Procedure:

1. Discuss the terrain
2. Roll-off to see who gets to choose deployment zone
3. Roll for Warlord Traits
4. Roll for Night Fight
5. Roll for Psychic Powers
6. Roll-off to see who gets to choose whether to deploy first or second

Kill Points

Calculate the difference in Kill Points. For each Kill Point in difference **up to ten**, the winning player gets **1VP**.

Mission 5

Deployment: Vanguard Strike

Primary Objective: 2 Relics **worth 5VP each**

Secondary Objective: Kill Points, see below

Tertiary Objective: First Blood, Slay the Warlord, Linebreaker **worth 1VP each**.

Procedure:

1. Discuss the terrain
2. Roll-off to see who gets to choose deployment zone
3. Take turns deploying one Relic each, starting with the one who choose deployment zone. The Relics must be placed in your opponents' table half and at least 6" away from the center line and 24" from the other objective. See additional rules for the Relics below.
4. Roll for Warlord Traits
5. Roll for Night Fight
6. Roll for Psychic Powers
7. Roll-off to see who gets to choose whether to deploy first or second

Kill Points

Calculate the difference in Kill Points. For each Kill Point in difference **up to five**, the winning player gets **1VP**.

The Relics – Dropping the Relics

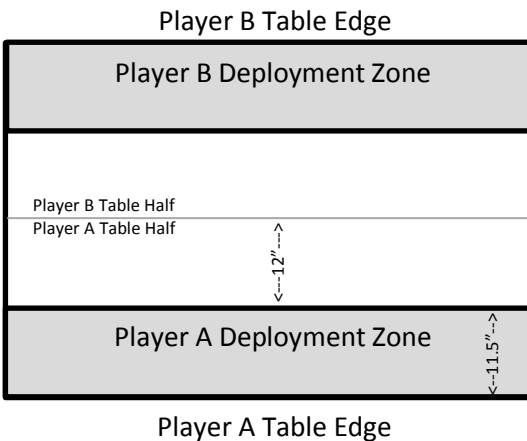
These additional rules apply for dropping the Relics.

When a Relic is dropped involuntary (i.e. the model holding the Relic is slain); don't drop the Relic as according to the rulebook, instead the Relic is automatically seized by a friendly scoring model (from the same unit if possible) within 4" of the Relic.

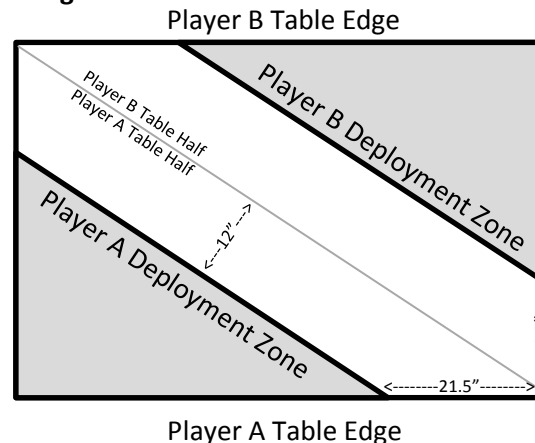
Deployment Zones

All tables are considered to be 71"*47" (180cm*120cm).

Dawn of War



Vanguard Strike



5th ed. Quarters

