

Mission pack

SOSPRING 2013

1. **Blood Feud**

Deployment: Hammer and Anvil

Primary Objectives:

At the end of the game each side gains 2 victory points for each enemy unit whith the infantry or jump infantry and bikes types (other than Independent Characters) that they completely destroyed. For any other units they have destroyed at the end of the game gain 1 victory point.

Secondary Objectives:

Slay the warlord, First blood, Linebreaker, Last man standing*.

*Last man standing: the side whith the greatest number of surviving units at the end of the game gain an extra victory point.

Mission special rules:

Night fight, reserves.

2. **Fire Tide**

Deployment: Dawn of War

Primary Objectives:

Deploy 2 objectives each one in opponents deployment and one in opponents table half. These may not be placed within 12" of each other or any table edge.

Roll off to see who place the first objective.

At the end of the game each objective is worth 3 victory points to the player that captures it (only troop units can capture or denie objectives in this mission).

Secondary Objectives:

Slay the warlord, First blood, Linebreaker, Last man standing.

Mission special rules:

Mysterius objective, Night fight, Reserves, Raging Inferno*.

*Raging Inferno: At the start of turn 4s shooting phase the player whose turn it is places an Inferno marker in the center of the table. An Inferno marker is the big blast marker of fire. The marker scatters 3 D6 once it been placed. Any model under the marker suffers strength 4 AP- hit.

The Inferon markers remain in play and scatters 3 D6 every turn it will cause hits against models under it at the start of each shooting phase.

3. **Shatter Strike**

Deployment: Vanguard Strike

Primary Objectives:

Each player scores 2 victory points for each scoring unit whitin the enemys deployment zone at the end of the game. Scoring units in this mission are any whit the infantry subtype except fore independent characters.

Secondary Objectives:

Slay the warlord, First blood, Linebreaker, Attrition.

Attrition: the army which has destroyed the highest number of enemy units at the end of the game gain an extra victory point).

Mission special rules:

Night fight rules are in effect for the first turn of the game only, Reserves, Fog of war.

Fog of war: after deployment and the placement of infiltrators, but before the game begins, each army can redeploy a single unit antwhere whitin their deployment zone. Roll off to see which player has the choice of redeploying first or second.

4. **Extermination**

Deployment: Search and destroy

Primary Objectives:

Destroy enemy units are worth varying numbers of victory points to the player depending on their military value.

Warlord = 5vp

Headquarters = 3vp

Heavy support = 2vp

Elite = 2vp

Troops = 1vp

Fast Attack = 1vp

Fortifications = 2vp *

*destroyed or captured

Secondary Objectives:

First blood, Linebreaker.

Mission special rules:

Night fight, Reserves, Martial Temper.

Martial temper: any unit making its first assault into combat during the game gains the furios charge special rules if they do not already possess it.

5. **Domino**

Deployment: Clash of the line

Primary Objective:

Deploy 2 objectives each one in opponents deployment and one in opponents table half. These may not be placed within 12" of each other or any table edge.

Roll off to see who place the first objective.

At the end of the game each objective is worth 3 victory points to the player that captures it.

Secondary Objectives:

Slay the warlord, First blood, Last man standing (the side whit the greatest number of surviving units at the end of the game gain an extra victory point.

Mission special rules:

Night fight, Reserves, Attrition, Taken by any means*.

*Taken by any means: All units, whit the exception of Independent characters, flyers, dedicated transports, count as scoring units for the puposes of capturing objectives in this mission.

VP Differens:

0: 10-10

1: 11-9

2: 12-8

3: 13-7

4: 14-6

5: 15-5

6: 16-4

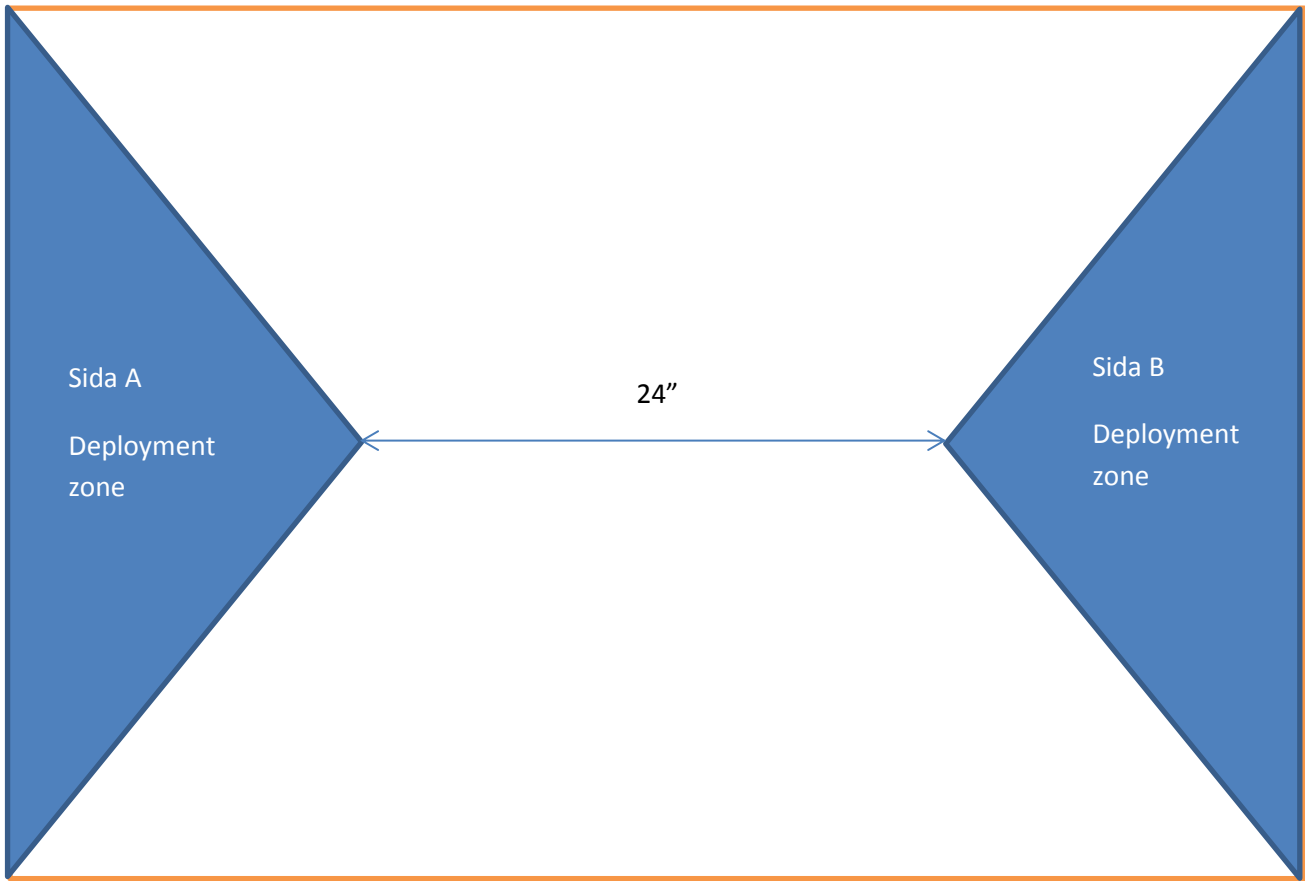
7: 17-3

8-9: 18-2

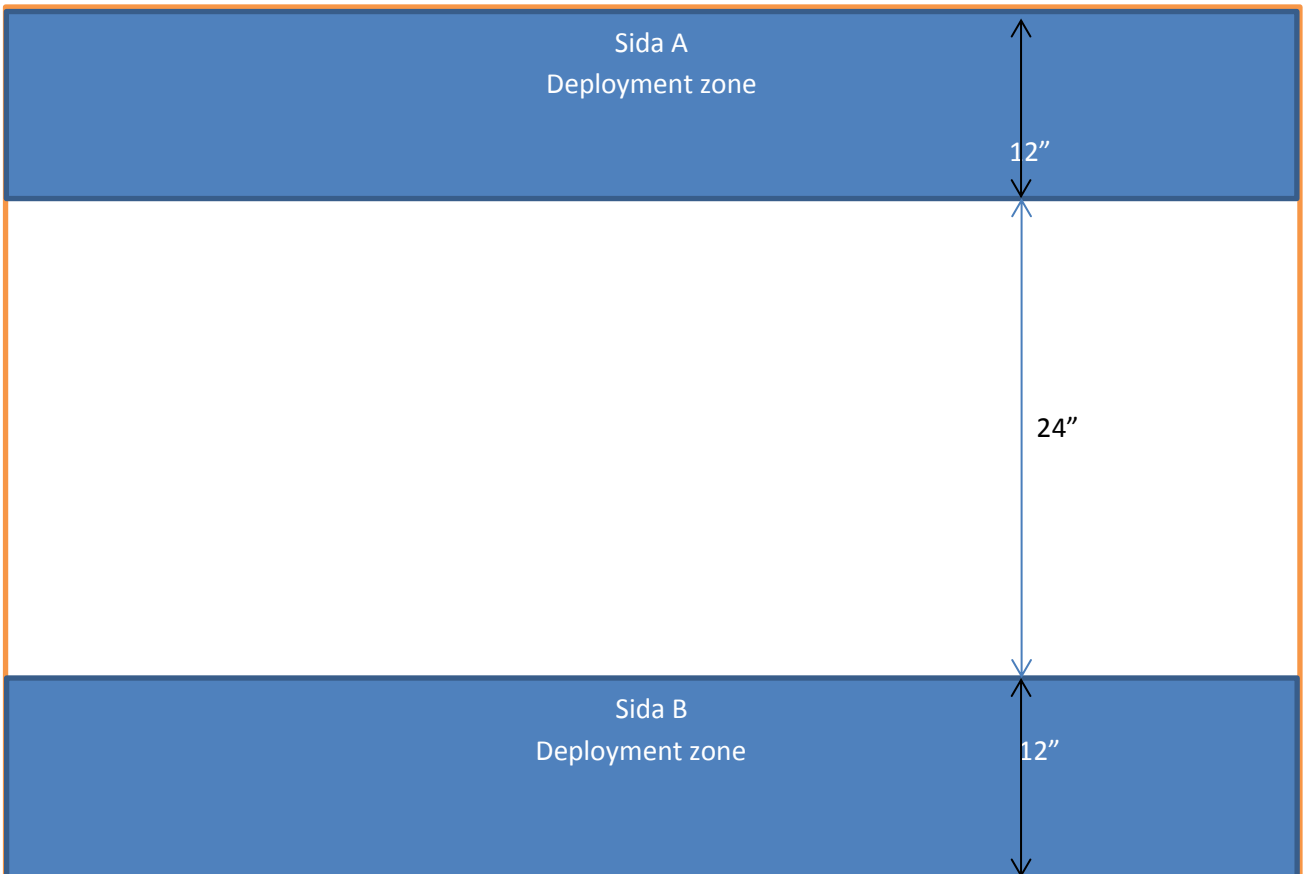
10-11:19-1

12+: 20-0

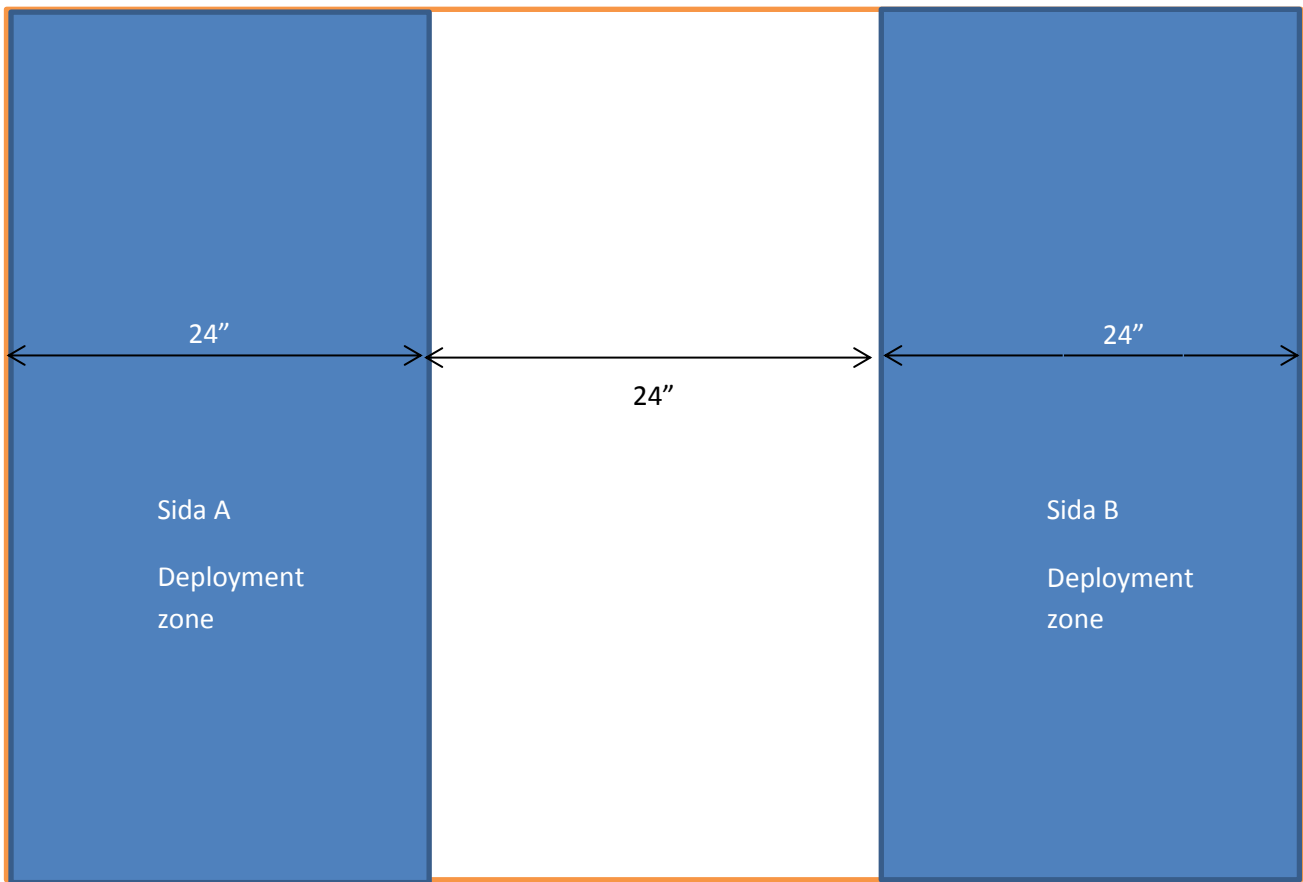
Vid en eventuell "wipe" så avslutas matchen direkt och ingen extra tid ges för att ta objektiv osv.

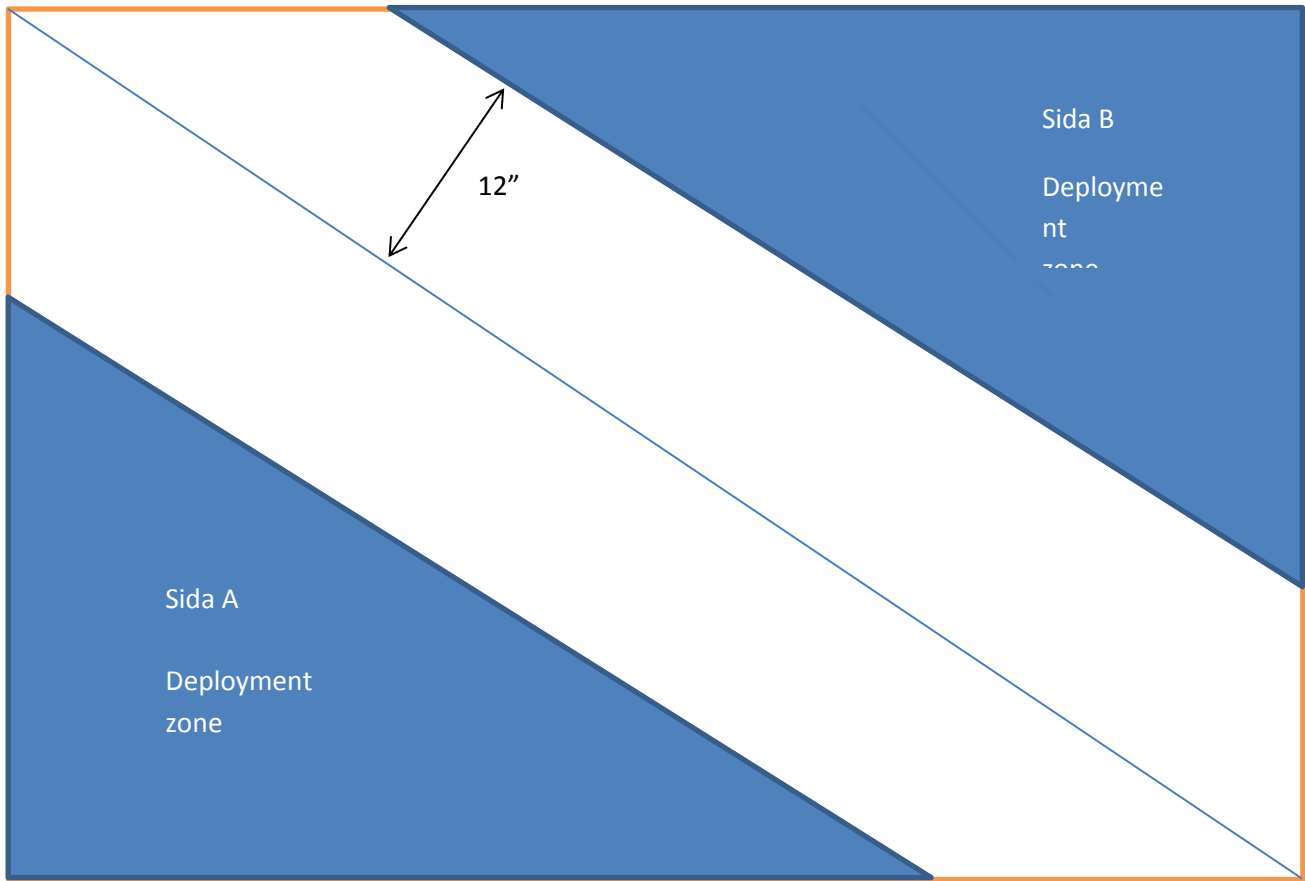


Clash Of The Line



Dawn Of War





Vanguard Strike