

Mission 1

Mission special rules: Reserves, Deep strike, Victory points

Deployment type: Pitched battle (Long board edges)

Preparations:

1. The players roll-off and the winner choose to go first or second.
2. The player that goes first chooses one long board edge to be his table edge. His opponent gets the opposite edge.
3. Starting with the player that goes first, both players chose a unit in their opponent's army as the bonus objective (see below).
4. The player that goes first deploys his force within 12" from his table edge. This is his deployment zone.
5. His opponent then deploys within 12" from his table edge. This is his deployment zone.
6. Starting with the player that goes first, both players place an objective in **their opponent's** deployment zone. It may not be placed within 18" of a short table edge. Note that the objectives are placed after both players have deployed their forces.
7. Starting with the player that goes first, both players alternate placing infiltrators.
8. Starting with the player that goes first, both players alternate making scout moves.
9. Roll for Seize the initiative.
10. Start the game!

Mission objectives:

Mission points are awarded to the player controlling the most objectives (see 6 under "preparations" above) at the end of the game. Normal rules for controlling objectives apply (I.E. scoring unit within 3" and no enemy units within 3") with the exception that **dedicated transports are ignored** when determining who controls the objectives. Compare the number of objectives controlled by each player and consult the table below. (The player with the most objectives gets the higher score.)

Difference in controlled objectives	Mission points
Draw	5-5
1	8-2
2	9-1

10-0 is achieved if a player controls two objectives more and has killed the chosen enemy unit (see 3 under "preparations" above).

In addition, mission points are awarded based on the number of victory points achieved. Compare the number of victory points scored by each player and consult the table below. (The player with the most victory points gets the higher score.)

Difference in VP	Mission points
0 - 199,5	5-5
200 - 399,5	6-4
400 - 649,5	7-3
650 - 949,5	8-2
950 - 1299,5	9-1
1300 - 1500	10-0

Mission 2

Mission special rules: Reserves, Deep strike, Victory points

Deployment type: Spearhead (Quarters)

Preparations:

1. Mark the exact centre of the board in some way.
2. The players roll-off and the winner choose to go first or second.
3. The player that goes first chooses one long board edge to be his table edge.
4. The player that goes first chooses one of the two table quarters on his side as his deployment zone, the other player get the opposite diagonal quarter as his deployment zone.
5. The player that goes first deploys his force his deployment zone, more than 12" away from the centre.
6. His opponent then deploys in the opposite quarter, more than 12" away from the centre.
7. Starting with the player that goes first, both players alternate placing infiltrators.
8. Starting with the player that goes first, both players alternate making scout moves.
9. Roll for Seize the initiative.
10. Start the game!

Mission objectives:

Mission points are awarded for having units close to the centre of the board. Compare how many **scoring units** the players have **within 6"** of the centre of the board at the end of the game and consult the table below. Non-scoring units are ignored when determining this objective. (The player with the most scoring units gets the higher score.)

Difference in scoring units within 6" of the centre	Mission points
Draw	5-5
1	8-2
2	9-1
3	10-0

In addition, mission points are awarded based on the number of victory points achieved. Compare the number of victory points scored by each player and consult the table below. (The player with the most victory points gets the higher score.)

Difference in VP	Mission points
0 - 199,5	5-5
200 - 399,5	6-4
400 - 649,5	7-3
650 - 949,5	8-2
950 - 1299,5	9-1
1300 – 1500	10-0

Mission 3

Mission special rules: Reserves, Deep strike, Victory points, First turn night fight

Deployment type: Dawn of War

Preparations:

1. The players roll-off and the winner choose who will start placing objectives. Both players then alternate placing two objective markers each. An objective marker may not be placed within 12" of a table edge or another marker.
2. The players roll-off and the winner choose to go first or second.
3. The player that goes first chooses one long board edge to be his table edge. The opposite table edge is the opponent's table edge.
4. The player that goes first may deploy up to two units from his troops selections and one unit from his HQ selections within 24" from his long table edge. (This is his deployment zone.)
5. His opponent does the same within 24" from the opposite table edge, but his units have to be deployed more than 18" from enemy units.
6. Starting with the player that goes first, both players alternate placing infiltrators. A player may still not have more units on the table than one HQ unit and two Troops unit after the deployment of infiltrators.
7. Starting with the player that goes first, both players alternate making scout moves.
8. All units that were not deployed and were not declared to be in reserve during deployment will arrive turn 1 by moving in from their own table edge.
9. Roll for Seize the initiative.
10. Start the game!

Mission objectives:

Mission points are awarded to the player(s) who controls the objectives at the end of the game. Normal rules for controlling objectives apply (I.E. scoring unit within 3" and no enemy units within 3"). Compare the number of objectives controlled by each player and consult the table below. (The player with the most objectives gets the higher score.)

Difference in controlled objectives	Mission points
Draw	5-5
1	8-2
2	9-1
3	10-0

In addition, mission points are awarded based on the number of victory points achieved. Compare the number of victory points scored by each player and consult the table below. (The player with the most victory points gets the higher score.)

Difference in VP	Mission points
0 - 199,5	5-5
200 - 399,5	6-4
400 - 649,5	7-3
650 - 949,5	8-2
950 - 1299,5	9-1
1300 – 1500	10-0

Mission 4

Mission special rules: Reserves, Deep strike, Victory points

Deployment type: Pitched battle (Long board edges)

Preparations:

1. The players roll-off and the winner choose to go first or second.
2. The player that goes first chooses one long board edge to be his table edge. His opponent gets the opposite edge.
3. The player that goes first deploys his force within 12" from his table edge.
4. His opponent then deploys within 12" from his table edge.
5. Starting with the player that goes first, both players alternate placing infiltrators.
6. Starting with the player that goes first, both players alternate making scout moves.
7. Roll for Seize the initiative.
8. Start the game!

Mission objectives:

Mission points are awarded for scoring kill points. A kill point is scored for each enemy unit that is destroyed at the end of the game. Units that are falling back or are off the board at the end of the game counts as being destroyed. If a character has a retinue, they are worth one kill point each. Compare the number of kill points scored by each player and consult the table below. (The player with the most kill points gets the higher score.)

Difference in kill points	Mission points
Draw	5-5
1	7-3
2	8-2
3	9-1
4	10-0

In addition, mission points are awarded based on the number of victory points achieved. Compare the number of victory points scored by each player and consult the table below. (The player with the most victory points gets the higher score.)

Difference in VP	Mission points
0 - 199,5	5-5
200 - 399,5	6-4
400 - 649,5	7-3
650 - 949,5	8-2
950 - 1299,5	9-1
1300 - 1500	10-0

Mission 5

Mission special rules: Reserves, Deep strike, Victory points

Deployment type: Spearhead (Quarters)

Preparations:

1. The players roll-off and the winner choose to go first or second.
2. The player that goes first chooses one long board edge to be his table edge.
3. The player that goes first chooses one of the two table quarters on his side as his deployment zone, the other player get the opposite diagonal quarter as his deployment zone.
4. The player that goes first deploys his force his deployment zone, more than 12" away from the centre.
5. His opponent then deploys in the opposite quarter, more than 12" away from the centre.
6. Starting with the player that goes first, both players alternate placing infiltrators.
7. Starting with the player that goes first, both players alternate making scout moves.
8. Roll for Seize the initiative.
9. Start the game!

Mission objectives:

Mission points are awarded for controlling table quarters at the end of the game. To control a table quarter you need to have one or more **scoring unit(s)** in the quarter worth at least twice as much as your opponent's units (scoring or non-scoring) in that quarter. Scoring units are always worth their initial point cost. Non-scoring units are worth their initial point cost if above half strength and half their initial point cost if at or below half strength. If a unit is spread over more than one quarter it occupies the quarter where the majority of the unit is. Compare the number of quarters controlled by each player and consult the table below. (The player with the most quarters gets the higher score.)

Difference in controlled quarters	Mission points
Draw	5-5
1	8-2
2	9-1
3	10-0

In addition, mission points are awarded based on the number of victory points achieved. Compare the number of victory points scored by each player and consult the table below. (The player with the most victory points gets the higher score.)

Difference in VP	Mission points
0 - 199,5	5-5
200 - 399,5	6-4
400 - 649,5	7-3
650 - 949,5	8-2
950 - 1299,5	9-1
1300 - 1500	10-0