

Mission 1

Deployment type: Spearhead (Quarters)

Preparations:

1. Place five objective markers on the table. One is placed in the centre of the board and the four others are placed in the centre of each quarter (see the picture below).
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. Both players may use the tactical decision below.
6. The player that goes first deploys his force in his deployment zone, more than 12" away from the centre.
7. His opponent then deploys in the opposite quarter, more than 12" away from the centre.
8. Starting with the player that goes first, both players alternate placing infiltrators.
9. Starting with the player that goes first, both players alternate making scout moves.
10. Roll for Seize the initiative.
11. Start the game!

Primary Mission Objective:

Mission points are awarded to the player controlling the most objectives (see 1 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"). 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	4-4
1	6-2
2	7-1
3 or more	8-0

Secondary Mission Objective:

Mission points are awarded for destroying your opponent's most expensive HQ unit (If two HQ units cost the same, determine randomly which one is the target.). Remember that units that are fleeing, have fled the table or are still in reserve when the game ends count as destroyed.

Status of the target HQ units	Mission points
Both units are destroyed or both are alive.	1-1
Your HQ is alive and your opponent's is destroyed.	2-0

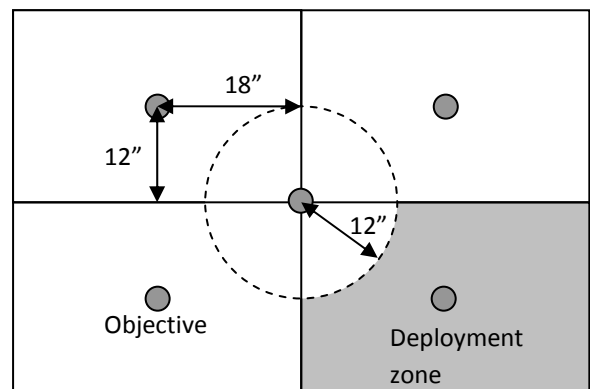
Tactical decision:

Starting with the player that goes first, both players may choose one non-scoring unit (including vehicles and characters) in their own army costing at least 80 points that becomes scoring. This unit is worth three times the normal amount of victory points to their opponent if destroyed or reduced to half strength. Note that this is optional and a player does not have to select a unit.

Victory points:

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 - 199,75	5-5
200 - 449,75	6-4
450 - 749,75	7-3
750 - 1099,75	8-2
1100 - 1499,75	9-1
1500 or more	10-0



Mission 2

Deployment type: Dawn of War

Preparations:

1. Place two objective markers on the table. Both are placed on the middle line, 18" from each table edge (see the picture below).
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 table is divided lengthways into two halves. The player that goes first may deploy up to two units from his troops selections and one unit from his HQ selections in his half of the table (the side where his table edge is). This is his deployment zone.
5. His opponent does the same in his half of the table, 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!

Primary Mission Objective:

Mission points are awarded for having units close to the centre of the board. Compare how many **scoring units** the players have **within 12"** 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 12" of the centre	Mission points
Draw	4-4
1	6-2
2	7-1
3 or more	8-0

Secondary Mission Objective:

Mission points are awarded to the player controlling the most objectives (see 1 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").

At the start of each of his turns, before doing anything else, a player may roll 3d6 and move one objective **not controlled by either player** a number of inches equal to either of the dice rolls. For example, if a player rolls 2, 3 and 5 on the 3 d6 he may move an uncontrolled objective 2, 3 or 5 inches.

At the end of the game 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	1-1
1 or more	2-0

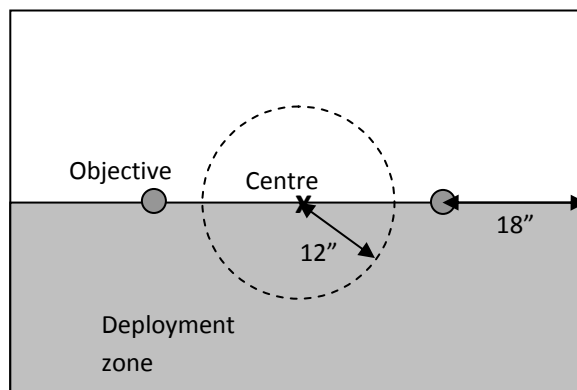
Tactical decision:

At the start of each player's first turn, the player whose turn it is may chose to ignore the Night fighting rules. If he does this, any models that would normally arrive automatically (from the table edge or from reserves because of special rules) will arrive on 4+ instead (roll individually for each unit). Units failing to arrive will automatically arrive at the start of turn 2 instead.

Victory points:

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 - 199,75	5-5
200 - 449,75	6-4
450 - 749,75	7-3
750 - 1099,75	8-2
1100 - 1499,75	9-1
1500 or more	10-0



Mission 3

Deployment type: Pitched battle (Long board edges)

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. His opponent gets the opposite edge.
4. The table is divided lengthways into two halves. The player that goes first deploys his force in his half of the table (the side where his table edge is), with all models more than 12" away from the table's middle line. This is his deployment zone.
5. His opponent then deploys in his half of the table, with all models more than 12" away from the table's middle line. This is his deployment zone.
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 (see tactical decision).
9. Start the game!

Primary Mission Objective:

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 more than 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	3-3
1	5-1
2 or more	6-0

Secondary Mission Objective:

Mission points are awarded to the player controlling the most objectives (see 1 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"). If, **at the start of a player turn**, a player has a non-vehicle unit (scoring or non-scoring) within 3" of an objective and his opponent does not have a unit of any kind within 3", that unit may destroy the objective. To do so, it must remain stationary during the entire **movement phase** and may not embark or disembark transports or be the target of psychic powers or special rules that move them or remove them from the board. At the end of the movement phase, remove the objective. Removed objectives may not be controlled by

either player. After the movement phase, a unit destroying an objective may act as normal (and may move by running or assaulting). A unit that was fleeing at the start of its turn or a unit that has gone to ground may not destroy objectives. A unit may only destroy one objective per turn.

At the end of the game 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	2-2
1	3-1
2 or more	4-0

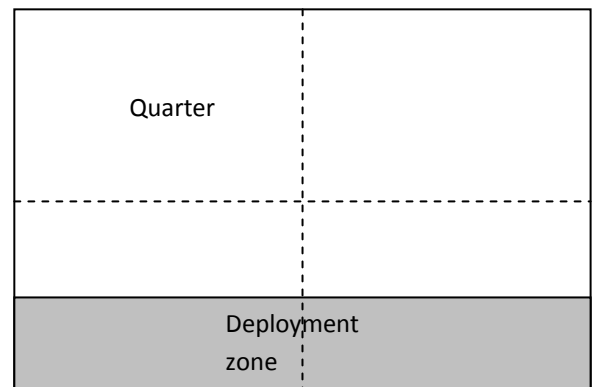
Tactical decision:

The player who should roll for Seize the initiative may instead chose to remove one or more unit(s) from his own army with a total cost of at least 201 points. These units count as destroyed. If he does this, he automatically seizes the initiative.

Victory points:

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 - 199,75	5-5
200 - 449,75	6-4
450 - 749,75	7-3
750 - 1099,75	8-2
1100 - 1499,75	9-1
1500 or more	10-0



Mission 4

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 second may use the tactical decision below.
5. Place two objective markers on the table, these are placed in the centre of each neutral quarter (see the picture below).
6. The player that goes first deploys his force in his deployment zone, more than 12" away from the centre.
7. His opponent then deploys in the opposite quarter, more than 12" away from the centre.
8. Starting with the player that goes first, both players alternate placing infiltrators.
9. Starting with the player that goes first, both players alternate making scout moves.
10. Roll for Seize the initiative.
11. Start the game!

Primary Mission Objective:

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, have fled off the board or are in reserves at the end of the game counts as being destroyed. If a character has a retinue, they are worth one kill point

Mission 5

Deployment type: Dawn of War

Preparations:

1. Both players secretly select three units according to the secondary mission.
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. Starting with the player that goes second, the players place one objective marker each in the **opponent's** deployment zone. The objectives may not be placed within 24" of each other.
5. The table is divided lengthways into two halves. The player that goes first may deploy up to two units from his troops selections and one unit from his HQ selections in his half of the table (the side where his table edge is). This is his deployment zone.
6. His opponent does the same in his half of the table, but his units have to be deployed more than 18" from enemy units.
7. 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.
8. Starting with the player that goes first, both players alternate making scout moves.
9. 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.
10. Roll for Seize the initiative.
11. See "tactical decision" below.
12. Start the game!

Primary Mission Objective:

Mission points are awarded to the player controlling the most objectives (see 4 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"). 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	3-3
1	5-1
2 or more	6-0

Secondary Mission Objective:

Mission points are awarded for destroying certain enemy units. Before the game (see 1 under "preparations" above) both players secretly select **three** units in their opponent's army as their targets. Note that units and not choices are selected. So, for example, if a player has a Space marine tactical squad in a Rhino, his opponent may select either the Tactical squad or the Rhino (or both) as the target(s). Basically, anything that counts as a separate unit for the purpose of Kill points can be selected as a target. After the units are selected the selections are revealed to the opponent. At the end of the game compare the number of targets destroyed by each player and consult the table below. (The player with the most destroyed targets gets the higher score.)

Difference in destroyed targets	Mission points
Draw	2-2
1	3-1
2 or more	4-0

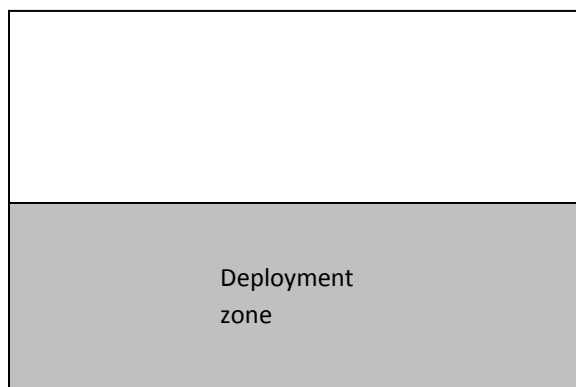
Tactical decision:

After rolling for Seize the initiative, the player who goes first may attempt to "Drop the initiative". If he decides to do so, he rolls a dice. If he rolls a 6, his opponent gets the first turn instead.

Victory points:

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 - 199,75	5-5
200 - 449,75	6-4
450 - 749,75	7-3
750 - 1099,75	8-2
1100 - 1499,75	9-1
1500 or more	10-0



Mission 6

Deployment type: Pitched battle (Long board edges)

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. His opponent gets the opposite edge.
4. The table is divided lengthways into two halves. The player that goes first deploys his force in his half of the table (the side where his table edge is), with all models more than 12" away from the table's middle line. This is his deployment zone.
5. His opponent then deploys in his half of the table, with all models more than 12" away from the table's middle line. This is his deployment zone.
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. See "tactical decision" below.
10. Start the game!

Primary Mission Objective:

Mission points are awarded to the player controlling the most objectives (see 1 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"). 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	4-4
1	6-2
2	7-1
3 or more	8-0

Secondary Mission Objective:

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, have fled off the board or are in reserves 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
0-1	1-1
2 or more	2-0

Tactical decision:

After deployment and seize the initiative but before the first turn start, the player that got second turn may choose to move one objective up to 9" in any direction. The objective may not be moved within 12" of any table edge or another marker and may not be moved onto impassable terrain. If the second player chooses to move an objective this objective counts as two objectives if it is controlled by his opponent (see Primary mission below), but only one if it is controlled by the player moving it.

Victory points:

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 - 199,75	5-5
200 - 449,75	6-4
450 - 749,75	7-3
750 - 1099,75	8-2
1100 - 1499,75	9-1
1500 or more	10-0

