

Mission 1

Mission special rules: Reserves, Deep strike, Victory points, (DMF Night fight (see Tactical decision))

Deployment type: Spearhead (Quarters)

Mission objective: Before rolling to see who gets the first turn, four objective markers should be placed. The players roll-off and the winner start placing an objective. His opponent then does the same and the players then alternate placing objectives until a total of four objectives have been placed. An objective marker may not be placed in impassable terrain or within 12" of a table edge or another marker. After rolling for Seize the initiative but before the start of the first turn, the player that goes second may choose to move one objective up to 2d6" if he did not use the Tactical decision. Nominate which objective will be moved before rolling the distance. The objective may not be moved into impassable terrain or within 12" of a table edge or another marker. At the end of the game, tournament points are awarded for controlling more objective markers than your opponent.

Difference in markers controlled	Tournament points
Draw	4-4
One marker more than your opponent	6-2
Two marker more than your opponent	7-1
Three or more markers more than your opponent	8-0

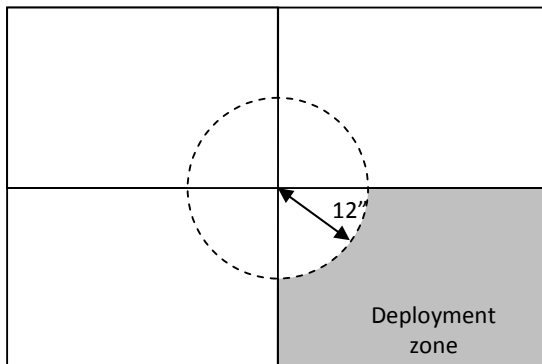
Bonus objectives: At the end of the game, count the number of Kill points scored by each player. For every Kill point you have scored more than your opponent, you earn 200 VP:s, up to a maximum of 800 VP:s.

Tactical decision: Instead of rolling for Seize the initiative, the player that goes second may chose that the rule "DMF Night fight" will be in effect.

DMF Night Fight: During the first player's first Player turn, the rules for Night Fighting are in effect. During the second player's first Player turn, the rules for Night Fighting are in effect but an extra d6 is rolled when checking if a unit can clearly spot their target. From the second turn of the game and onward, this rule has no effect.

Things to remember:

- Place markers before rolling to see who gets the first turn! (See "Mission objective".)
- The second player may move one marker before the first turn. (See "Mission objective".)



Mission 2

Mission special rules: Reserves, Deep strike, Victory points

Deployment type: Pitched battle (Long board edges)

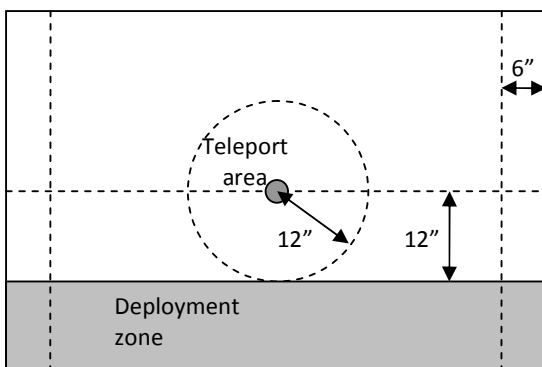
Mission objective: Before the game begins, mark the centre of the table in some way. At the end of each of his movement phases, a player may remove **one** of his units (including any characters that may have joined the unit) that are within 12" of the table centre from the board. The unit has teleported off the battlefield and may not return under any circumstances. Models teleporting off the battlefield in this way counts as being alive at the end of the battle, but any models in the unit that were killed before teleporting still count as being dead. If a unit is embarked in a transport, neither the unit nor the transport may be teleported. Units locked in close combat may not be teleported. Units that are falling back or have gone to ground may be teleported.

At the end of the game, count and compare the value of all units that each player teleported of the board. Units above half strength are worth their cost, up to a maximum of 200 each. Units at or below half strength are worth half their cost, up to a maximum of 100 each. Note that teleported units do **not** have to be scoring.

Difference in value of teleported units	Tournament points
0-99,75	4-4
100-199,75	6-2
200-299,75	7-1
300+	8-0

Bonus objectives: At the end of the game, each of your scoring units that are within 6" of any short table edge and **not** within your deployment zone is worth double its cost in VP:s. Each of your non-scoring units above half strength that are within 6" of any short table edge and **not** within your deployment zone is worth it's cost in VP:s. You cannot earn more than 800 VP:s this way.

Tactical decision: The player who goes first may choose to deploy one of his units after his opponent has deployed, but before infiltrators are deployed. If he does this, the opponent will receive a +1 bonus to the Seize the initiative-roll.



Mission 3

Mission special rules: Reserves, Deep strike, Victory points

Deployment type: Dawn of War

Mission objective: After deciding deployment zones but before deploying, two objective markers should be placed. The player who will deploy second starts placing an objective marker. His opponent then does the same. An objective marker must be deployed in the opponent's deployment zone and may not be placed in impassable terrain, within 12" of a table edge or within 18" of another marker. At the end of the game, tournament points are awarded for controlling more objective markers than your opponent.

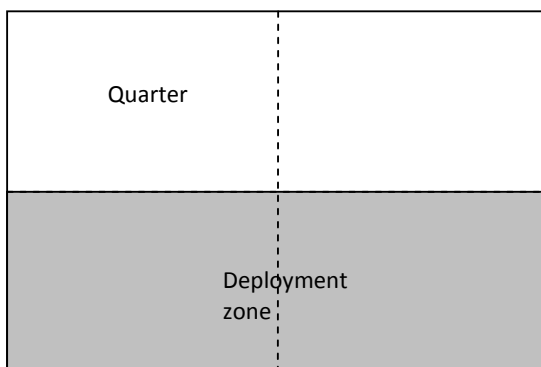
Difference in markers controlled	Tournament points
Draw	4-4
One more marker than your opponent	7-1
Two or more markers more than your opponent	8-0

Bonus objectives: After deploying, both players secretly write down how many Victory points they assign to each table quarter. A total of 600 points should be assigned. No quarter may be assigned less than 50 VP:s or more than 300 VP:s. The quarters in the opponent's half of the table must be assigned at least 300 VP:s in total. The numbers assigned are not revealed until the end of the game. At the end of the game, for each quarter you control you score as many VP:s as you and your opponent assigned to it (add the numbers together). You cannot earn more than 800 VP:s this way.

Tactical decision: After rolling for Seize the initiative, the player that goes second may chose one of his non-scoring units that becomes scoring. If he chooses to do this, the player that goes first may also make one of his non-scoring units scoring.

Things to remember:

- Place markers before deploying! (See "Mission objective".)
- Assign Victory points after deployment! (See "Bonus Objectives".)



Mission 4

Mission special rules: Reserves, Deep strike, Victory points

Deployment type: Spearhead (Quarters)

Mission objective: Before the game, place an objective marker in the centre of each quarter (I.E. 12" from the closest long table edge and 18" from the closest short table edge). At the end of the game, tournament points are awarded for controlling more objective markers than your opponent.

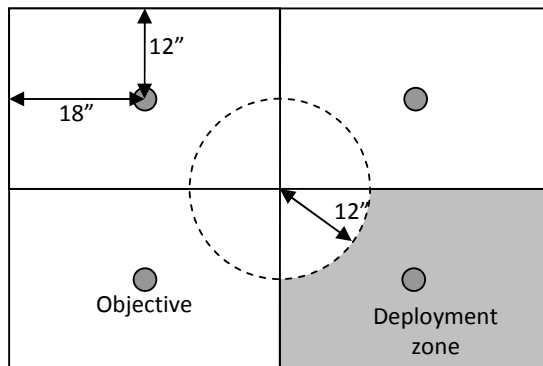
Difference in markers controlled	Tournament points
Draw	4-4
One marker more than your opponent	6-2
Two marker more than your opponent	7-1
Three or more markers more than your opponent	8-0

Bonus objectives: After deciding deployment zones but before deploying, both players secretly select two units in their opponent's army as their targets. As soon as both players have selected their targets, the selections are revealed. When a target is killed, destroyed or flees of the table, it is worth a number of bonus VP:s equal to the turn number*100. For example, a target that is killed in turn three is worth an additional 300 VP:s. You cannot earn more than 800 VP:s this way.

Tactical decision: Instead of rolling for Seize the initiative, the player who goes second may remove one of his deployed units costing 200 points or less (including any joined characters or embarked units) and immediately deep strike it.

Things to remember:

- Select targets before deploying! (See "Bonus Objectives".)



Mission 5

Mission special rules: Reserves, Deep strike, Victory points

Deployment type: Early morning of War

Mission objective: At the end of the game, tournament points are awarded for have more scoring units within 12" of the centre of the board than your opponent.

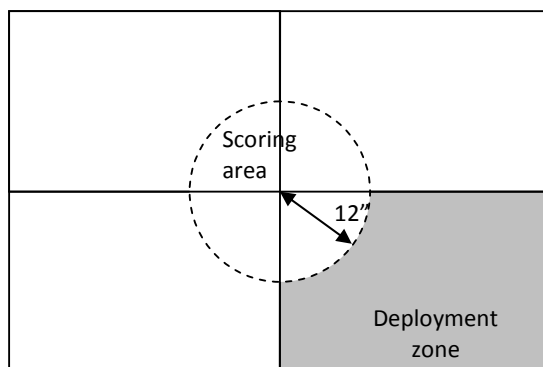
Difference in scoring units	Tournament points
Draw	4-4
One unit more than your opponent	6-2
Two units more than your opponent	7-1
Three or more units more than your opponent	8-0

Bonus objectives: After deployment, but before rolling for seize the initiative, the players should assign bonus markers to models in their armies. The players roll-off and the winner start assigning a marker to a model in his army. His opponent then does the same and the players then alternate placing markers until they have assigned four markers each. Each marker must be assigned to a model in a different unit then the previous markers. Markers may be assigned to models in reserve. If a model carrying a marker is killed (or otherwise counted as dead for any reason) the marker is removed. In the shooting phase, instead of shooting normally, a model carrying a marker may remove it to make an assault 1, twin-linked, range 12" S9 AP1 Blast shooting attack. Note that the markers may not be handed over, conquered, stolen or transferred to another model in any way. At the end of the game, each marker you control is worth 200 VP:s.

Tactical decision: After rolling for Seize the initiative, the player that goes second may choose one of his scoring units that become non-scoring and gains **one** of the following Universal Special Rules: Counter-attack, Fearless, Furious charge, Relentless, Stealth or Tank hunters.

Things to remember:

- Assign markers before rolling for seize the initiative! (See "Bonus Objectives".)



Mission 6

Mission special rules: Reserves, Deep strike, Victory points

Deployment type: Pitched battle (Long board edges)

Mission objective: At the end of the game, count the number of Kill points scored by each player. Tournament points are awarded for scoring more Kill points than your opponent

Difference in Kill points scored	Tournament points
Draw	4-4
One KP more than your opponent	6-2
Two KP:s more than your opponent	7-1
Three or more KP:s more than your opponent	8-0

Bonus objectives: Before bidding for the first turn (see “Tactical decision”), eight bonus markers should be placed. The players roll-off and the winner start placing a marker. His opponent then does the same and the players then alternate placing objectives until a total of eight markers have been placed. A marker may not be placed in impassable terrain or within 12” of a table edge. Note that a marker may be placed within any distance (or even on top of) another marker. At the end of the game, each marker you control is worth 100 VP:s.

Tactical decision: Do not roll to see who gets the first turn! Instead, each player secretly places a d6 on any number. Both players then reveal their dice at the same time. The player that has the highest number gets the first turn. The player with the lowest number may not roll for seize the initiative, but gains a number of VP:s equal to the number on **his opponent’s** dice * 100. If both players have the same number, roll-off for the first turn as usual (and the player who goes second may try to seize the initiative as normal).

Example: Player A places his d6 on a 4 and Player B places his d6 on a 2. Player A gets the first turn. Player B may not try to seize, but receives 400 VP:s.

Things to remember:

- Place markers before bidding for the first turn! (See “Bonus objectives”.)
- Do not roll to see who gets the first turn! (See “Tactical decision”.)

