

Placement of objectives: After Fortifications has been placed. Start placement of Objectives. The winner of who picked sides starts to place.

## Mission #1

**Deployment:** Dawn of War

**Primary Objectives:** Two Relics, each worth 6vp.

**Secondary Objectives:** Two Objectives, each worth 3vp.

**Tertiary Objectives:** Line Breaker 1vp, Slay the Warlord 1vp

**Tiebreaker:** First Blood

**Placement of Objectives:**

The Relics: On the centre line, 24" from each other and the short table edges.

The Secondary Objectives: 1 Objective in own Deployment zone, at least 6" from any table edge.

## Mission #2

**Deployment:** Hammer and Anvil.

**Primary Objectives:** 4 Objectives, each worth 2vp.

**Secondary Objectives:** 2 Objectives, each worth 2vp.

**Tertiary Objectives:** Slay the Warlord 2vp, First Blood 1vp, Line Breaker 1vp.

**Tiebreaker:** First Blood.

**Placement of Objectives:**

The Primary Objectives: 1 Objective in enemy's table half, 1 objective in enemy's deployment, both at least 12" from any other Objective, at least 6" from any table edge.

The Secondary Objectives: On the centre line, 12" from each long side.

## Mission #3

**Deployment:** Dawn of War

**Primary Objectives:** Table Quarters. The player with the most scoring unit in a table quarter at the end of the game score 3vp per table quarter. A unit is considered to be in the table quarter with the majority of its models fully within it. If a unit has equally many models in two or more quarters, then the unit is considered to be in neither of them.

**Secondary Objectives:** Kill points, worth 1vp per difference in Kill Points, max difference 4vp

**Tertiary Objectives:** Line Breaker 2vp, Slay the Warlord 2vp.

**Tiebreaker:** First Blood.

**Special Rules:** The Scourging. Fast Attack units are scoring, but concedes 1vp each if killed.

## Mission #4

**Deployment:** Vanguard Strike.

**Primary Objectives:** Two Objectives, each worth 5vp.

**Secondary Objectives:** Two Objectives, each worth 2vp.

**Tertiary Objectives:** Line Breaker 1vp, First Blood 2vp

**Tiebreaker:** First Blood.

**Special Rules:** Big Guns Never Tire. Heavy Support units are scoring, but concedes 1vp each if killed.

**Placement of Objectives:**

The Primary Objectives: 1 Objective in enemy's deployment zone, at least 6" from any table edge.

The Secondary Objectives: On the centre line, 12" from the table centre.

## Mission #5

**Deployment:** Hammer and Anvil

**Primary Objectives:** Kill Points, worth 1vp per difference in Kill Points, max difference 10vp.

**Secondary Objectives:** The Relic, worth 6vp.

**Tertiary Objectives:** Slay the Warlord 1vp, First Blood 1vp, Line Breaker 2vp.

**Tiebreaker:** First Blood.

**Placement of Objectives:**

The Relic: The Relic is placed in the table centre.

## VP to BP conversion table

<u>VP difference</u>	<u>BP to victor</u>	<u>BP to loser</u>
<b>0</b>	-	-
<b>1-2</b>	11	9
<b>3-4</b>	12	8
<b>5-6</b>	13	7
<b>7-8</b>	14	6
<b>9-10</b>	15	5
<b>11-12</b>	16	4
<b>13-14</b>	17	3
<b>15-16</b>	18	2
<b>17-18</b>	19	1
<b>19-20</b>	20	0

In case of a tie (0 VP difference): The player who scored the tiebreaker (First Blood) scores an additional VP.