

Mission 1

Mission special rules: Reserves, Deep strike, Victory points

Deployment type: Pitched battle (Long board edges)

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". 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.

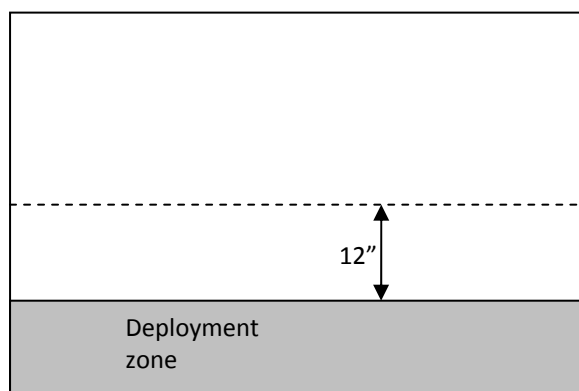
Difference in markers controlled	Tournament points
Draw	4-4
One marker more than your opponent	6-2
Two marker more than your opponent	7-1
Three or more markers more than your opponent	8-0

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: 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.

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, (DMF Night fight (see Tactical decision))

Deployment type: Spearhead (Quarters)

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

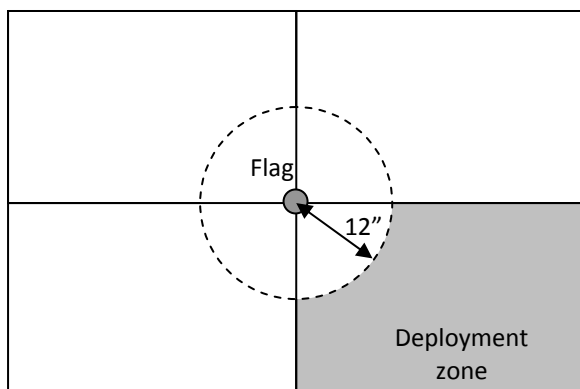
Bonus objectives: Before deployment, place a flag marker at the centre of the board. The flag is counted as an Independent character that can join units from either side. In addition, the flag has the following rules:

1. During deployment, it is treated as an enemy model without line of sight.
2. It is an Infantry model that cannot enter transports.
3. If it is not part of a unit, it cannot move or be moved in any way.
4. It cannot be harmed in any way and may not have wounds allocated to it, but may be targeted by weapons as normal.
5. If the flag is part of a unit, that unit may not shoot or launch an assault, but may run.
6. If the flag has joined a unit and that unit flees or is removed from the table for any reason, the flag will remain in place and is considered to have left the unit.
7. In close combat, the flag is treated as being a member of any unit it has joined and **not** as an Independent character.

At the end of the game, if the flag is joined to one of your units, you earn 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.



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.

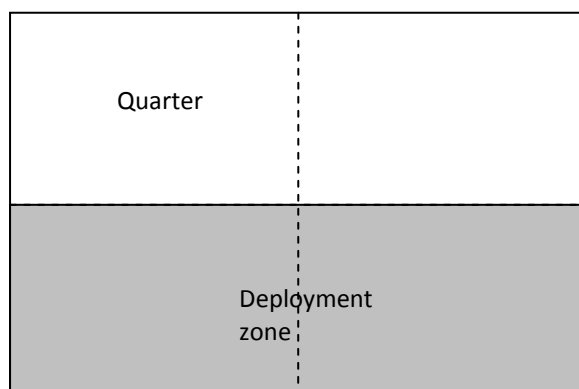
Difference in markers controlled	Tournament points
Draw	4-4
One more marker than your opponent	7-1
Two or more markers more than your opponent	8-0

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 who goes first may try to drop the initiative. Roll a dice. On a roll of 6, the opponent goes first instead.

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.

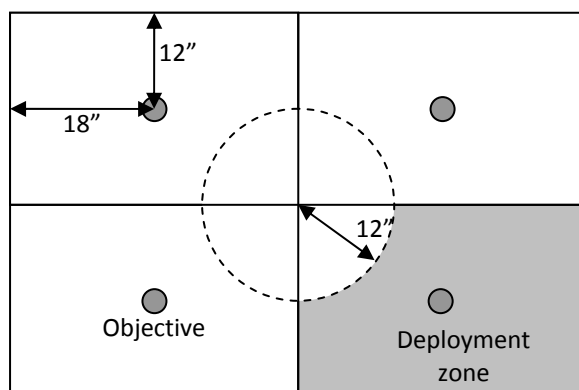
Difference in markers controlled	Tournament points
Draw	4-4
One marker more than your opponent	6-2
Two marker more than your opponent	7-1
Three or more markers more than your opponent	8-0

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 buy the initiative. If he does this, his opponent nominates a unit in the second player's army and rolls a dice. On a roll of 1-3 nothing happens and on a roll of 4-6 the unit is destroyed (vehicles suffers a "Destroyed – Wrecked" result). The opponent then continues to nominate units until units worth a total of at least 150 VP:s have been destroyed. Units not on the board may still be nominated but no unit may be nominated a second time until all units have been nominated once. The player that bought the initiative then automatically succeeds with the Seize the initiative roll.

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.

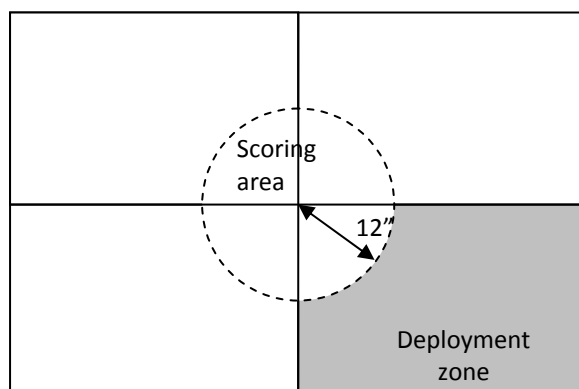
Difference in scoring units	Tournament points
Draw	4-4
One unit more than your opponent	6-2
Two units more than your opponent	7-1
Three or more units more than your opponent	8-0

Bonus objectives: Before rolling to see who gets the first turn, 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: After rolling for Seize the initiative, the player that goes second may chose 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:

- Place markers before rolling to see who gets the first turn! (See "Bonus Objectives".)



Mission 6

Mission special rules: Reserves, Deep strike, Victory points

Deployment type: Pitched battle (Long board edges)

Mission objective: Before the game, four objective markers should be placed – two on the long centre line, 18" from the closest short table edge and two on the short centre line, 12" from the closest long table edge (see map). 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, each scoring unit you have within 6" of any short table edge is worth three times its cost in VP:s. Any non-scoring unit above half strength you have within 6" of any short table edge is worth it's cost in VP:s. 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.

