

In each mission the players will fight for 20 VP. After the game calculate the difference in points taken by each player. Then compare that difference to this table and report the appropriate result.

Difference: Result:

0-1 10-10

2-3 11-9

4-5 12-8

6-7 13-7

8-9 14-6

10-11 15-5

12-13 16-4

14-15 17-3

16-17 18-2

18-19 19-1

20+ 20-0

Scenario 1

Deployment map: Vanguard Strike(Diagonal)

1. Choose targets for assassination, this is made in secret. Reveal after seize. (See secondary objective)
2. Roll-off to see which player starts deploying objectives as described on page 121. (12" from each other and 6" from table edges) **5** Objectives is to be placed.
3. Roll-off to see which player chooses deployment zone.
4. Roll for Warlord traits (page 111).
5. Roll for Night fight.
6. Roll for anything that happens "Before deployment", such as generating psychic powers, Dark elder Combat Drugs, Dante's Death mask, etc...
7. Roll-off to see which player chooses whether to deploy first or second. Then deploy forces as described on page 121.
8. The player who deployed his army first goes first unless his opponent can Seize the Initiative (see page 122).
9. Reveal assassination targets.

Game Length

This mission uses Variable Game Length (see page 122).

Victory conditions

Primary objective: At the end of the game, each objective is worth **3** VP to the player who controls it. To a Maximum of **12**VP in difference.

Secondary objective: Slay the Warlord(**1**VP), First Blood(**2**VP), Linebreaker(**1**VP)

Assassination: Choose two units in opponents army, if unit is combatsquaded etc. All parts of the unit must be killed. Fleeing units and units fleeing of the table counts as destroyed. For **each** unit destroyed at the end of the game you are rewarded **2**VP.

Mission special rules

Night Fighting, Reserves,

Scenario 2

Deployment map: Spearhead(Quarters)

1. Roll-off to see which player starts deploying objectives as described on page 121. (12" from each other and 6" from table edges) **3** Objectives is to be placed.
2. Roll-off to see which player chooses deployment zone.
3. Roll for Warlord traits (page 111).
4. Roll for Night fight.
5. Roll for anything that happens "Before deployment", such as generating psychic powers, Dark elder Combat Drugs, Dante's Death mask, etc...
6. Roll-off to see which player chooses whether to deploy first or second. Then deploy forces as described on page 121.
7. The player who deployed his army first goes first unless his opponent can Seize the Initiative (see page 122).

Game Length

This mission uses Variable Game Length (see page 122).

Victory conditions

Primary objective: At the end of the game, each objective is worth **4** VP to the player who controls it. To a maximum of **12** VP minus the points you're able to score from slaying opponents Elite units. (See below)

Secondary objective: Slay the Warlord(**2**VP), First blood(**1** VP), Linebreaker(**1** VP)

Killpoints: At the end of the game, each fully destroyed unit is worth **1** VP, combat squads count as two separate units. Fleeing units counts as destroyed. Maximum **4** VP in difference. Ignore the first unit when calculating the points. (5 Units in difference = 4 VP)

Elite units are **scoring/denial** in this mission although they are worth **1** VP each to the opponent when slain.

Mission special rules

Night Fighting, Reserves, Scoring Elite

Scenario 3

Deployment map: Dawn of War(Normal 12")

1. Choose targets for assassination, this is made in secret. Reveal after seize. Note that the Warlord can't be chosen as a target. (See primary objective)
2. Roll-off to see which player starts deploying objectives as described on page 121. (12" from each other and 6" from table edges) **3** Objectives is to be placed.
3. Roll-off to see which player chooses deployment zone.
4. Roll for Warlord traits (page 111).
5. Roll for Night fight.
6. Roll for anything that happens "Before deployment", such as generating psychic powers, Dark elder Combat Drugs, Dante's Death mask, etc...
7. Roll-off to see which player chooses whether to deploy first or second. Then deploy forces as described on page 121.
8. The player who deployed his army first goes first unless his opponent can Seize the Initiative (see page 122).
9. Reveal assassination targets.

Game Length

This mission uses Variable Game Length (see page 122).

Victory conditions

Primary objective: Assassination: Choose two target units in opponents army, if unit is combatsquaded etc. All parts of the unit must be killed. Fleeing units at the end of the game counts as destroyed. Each assassination target is worth VP equal to the turn in which it is slain. Units fleeing of the table edge count as destroyed. The combined VP that can be earned from this objective is **8** VP. Note that the Warlord can't be chosen as a target.

Secondary objective: Slay the Warlord(**3** VP), First blood(**1** VP), Linebreaker (**2** VP)
Your **warlord** is **Scoring/Denial** in this objective.

At the end of the game, each objective is worth **2** VP to the player who controls it

Mission special rules

Night Fighting, Reserves, Scoring Warlord

Scenario 4

Deployment map: Spearhead(Quarters)

1. Roll-off to see which player chooses deployment zone.
2. Mark the centre of the table.
3. Roll for Warlord traits (page 111).
4. Roll for Night fight.
5. Roll for anything that happens “Before deployment”, such as generating psychic powers, Dark elder Combat Drugs, Dante’s Death mask, etc...
6. Roll-off to see which player chooses whether to deploy first or second. Then deploy forces as described on page 121.
7. The player who deployed his army first goes first unless his opponent can Seize the Initiative (see page 122).

Game Length

This mission uses Variable Game Length (see page 122).

Victory conditions

Primary objective: Control Quarters: For each quarter that you control you earn 4 VP, maximum 12 VP minus the points you're able to score from slaying opponents Heavy Support units. (See below)

You control a quarter by having atleast one non fleeing scoring unit with it's majority base area in that quarter, also it must be completely empty of the enemies non fleeing denial units.

Secondary objective: Slay the Warlord(1 VP), First blood(1 VP), Linebreaker(2VP)

Control the centre: The player with a non fleeing scoring unit closest to the middle of the table are awarded 4 VP. This can be contested by having a denial unit closer to the middle then the other players scoring unit.

Heavy Support units are **scoring/denial** in this mission although they are worth 1 VP each to the opponent when slain.

Mission special rules

Night Fighting, Reserves, Scoring Heavy Support

Scenario 5

Deployment map: Vanguard Strike(Diagonal)

1. Roll-off to see which player starts deploying objectives as described on page 121. (12" from each other and 6" from table edges) 4 Objectives is to be placed.
2. Roll-off to see which player chooses deployment zone.
3. Roll for Warlord traits (page 111).
4. Roll for Night fight.
5. Roll for anything that happens "Before deployment", such as generating psychic powers, Dark elder Combat Drugs, Dante's Death mask, etc...
6. Roll-off to see which player chooses whether to deploy first or second. Then deploy forces as described on page 121.
7. The player who deployed his army first goes first unless his opponent can Seize the Initiative (see page 122).

Game Length

This mission uses Variable Game Length (see page 122).

Victory conditions

Primary objective: Killpoints: At the end of the game, each fully destroyed unit is worth **1 VP**, combat squads count as two separate units. Fleeing units counts as destroyed. Maximum **9 VP** in difference. Ignore the first unit when calculating the points. (5 Units in difference = 4 VP)

Secondary objective: Slay the Warlord(**1 VP**), First blood(**1 VP**), Linebreaker(**1 VP**),
At the end of the game, each objective is worth **2 VP** to the player who controls it

Mission special rules

Night Fighting, Reserves,

Scenario 6

Deployment map: Dawn of War(Normal 12")

1. Place 1 objective in the centre of each quarter. (12" From the long table edge 18" from the short)
2. Roll-off to see which player chooses deployment zone.
3. Roll for Warlord traits (page 111).
4. Roll for Night fight.
5. Roll for anything that happens "Before deployment", such as generating psychic powers, Dark elder Combat Drugs, Dante's Death mask, etc...
6. Roll-off to see which player chooses whether to deploy first or second. Then deploy forces as described on page 121.
7. The player who deployed his army first goes first unless his opponent can Seize the Initiative (see page 122).

Game Length

This mission uses Variable Game Length (see page 122).

Victory conditions

Primary objective: At the end of the game, each objective is worth **3** VP to the player who controls it maximum **12** VP minus the points you're able to score from slaying opponents Fast Attack units. (See below)

Secondary objective: Slay the Warlord(**1** VP), First blood(**1** VP), Linebreaker(**2** VP)

King of the centre: The player with a non fleeing scoring unit with it's majority base area fully within 6" from the centre of the table earns **4** VP at the end of the game. This can be contested just like a quarter in mission 5. (A non fleeing denial unit with it's majority base area within 6" of the centre.

Fast Attack units are **scoring/denial** in this mission although they are worth **1** VP each to the opponent when slain.

Mission special rules

Night Fighting, Reserves, Scoring Fast Attack