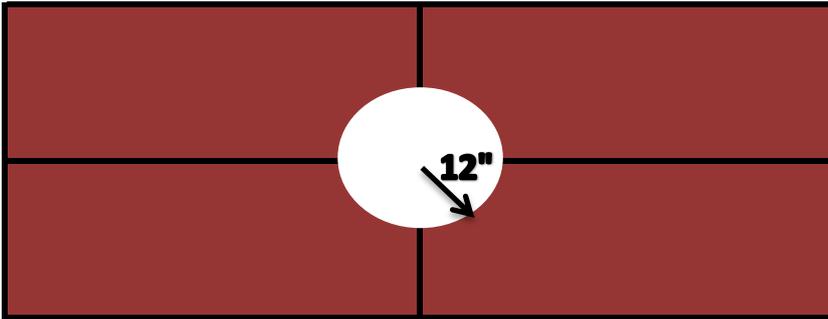


Mission One - Spearhead



Primary Mission: Kill them all!

The Primary Mission is to kill as many of the enemy units as possible. To get a kill point you have to destroy the whole unit, none can survive.

0-1 in difference 3-3

2 in difference 4-2

3 in difference 5-1

4 in difference 6-0

Secondary Mission: Chaaaaarge!

At the end of the game, have more units in the other players deployment zone than the opponent has in yours.

If there is no difference 2-2

1 unit in difference 3-1

2 or more units 4-0

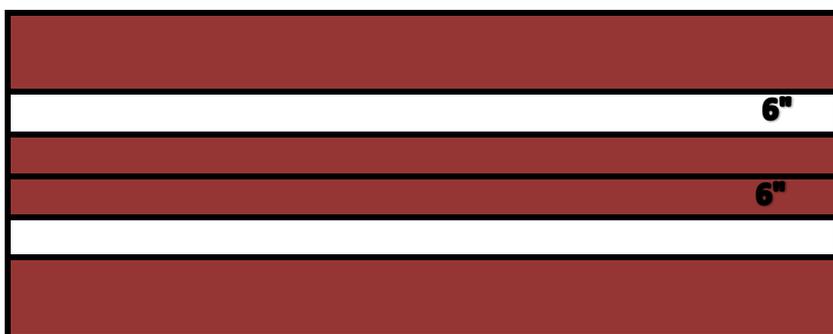
Tiebreaker: Victory Points

10 Victory Points is given out

Mission Two - Tweaked Pitch Battle

Special Rule

Each player gets to choose one infantry unit and a dedicated transport linked to that unit that gets to be a front unit. A front unit gets to deploy within 6" of your side of the centerline. The unit (with transport included) can't cost over 300p and won't be able to charge turn 1. It may also not be an HQ. The choice must be made after the roll for who starts and before the forces are deployed



Primary Objective: Capture and Control!

Place three Objectives on the centerline of the table. One in the middle and the other two 18" from the short edge. Under the game you can walk up to the next to the objective with a troop choice. The next movement phase they will pick the objective up. If you do so the objective will stick with that troop choice until their death. When the unit dies their objective is dropped on the spot. No unit that's holding an objective can embark on a vehicle.

If there is no difference 3-3

1 in difference 4-2

2 In difference 5-1

3 in difference 6-0

Secondary Objective: Destroy Now!

Destroy the enemy player's chosen unit that gets to deploy 6" of the center line and the player's cheapest non-troop choice. If the other player hasn't chosen a unit, destroy the two cheapest non-troop choices.

If there is no difference 2-2

1 in difference 3-1

2 in difference 4-0

Tiebreaker: Victory Points

10 Victory Points is given out

Mission Three - Pitched Battle



Primary Objective: The Assassin

Before the game, secretly write down 4 of your enemys units that will be your main targets during the game. Only 2 of these can be vehicles. Destroy them to get a point. You don't have to show your targets to your opponent

If there is no difference 3-3

1 in difference 4-2

2 In difference 5-1

3 in difference 6-0

Secondary Objective: Moving Objectives

Two objectives are placed on the centerline. At the start of turn three they start to move.

To determine how they move roll a scatter dice. If a hit is scored the objective moves 3" in the direction of the small arrow. If a the dice showed a miss, the objective scatters 1d6+3"

If there is no difference 2-2

1 in difference 3-1

2 in difference 4-0

Tiebreaker: Victory Points!

10 Victory Points is given out

Mission Four - Dawn of War

Special Rule

Nightfight turn one.



Primary Objective: Quarters

To control a quarter atleast 50% of the unit must be in it. A unit can't control more then one. Any infantry unit can control the quarters. If there is exactly the same amount of points in two or more quarters the dice will decide which quarter it is in.

If there is no difference 3-3

1 in difference 4-2

2 In difference 5-1

3 in difference 6-0

Secondary Objective: Destroy what hurts the most!

Kill the enemys most expensive HQ and the most expensive vehicle. If the other player haven't gotten any vehicles, destroy the most expensive non-hq infantry unit.

If there is no difference 2-2

1 in difference 3-1

2 in difference 4-0

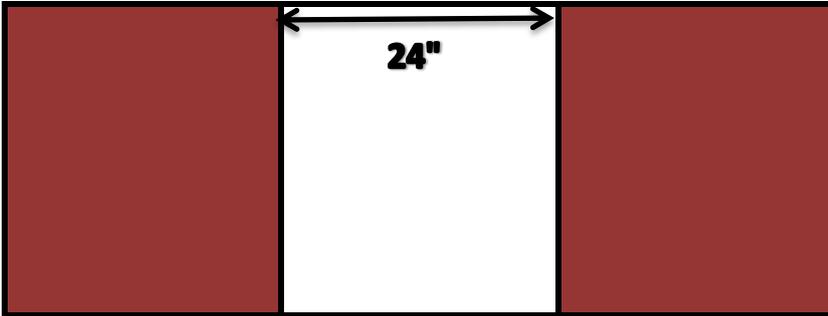
Tiebreaker: Victory Points!

10 Victory Points is given out

Mission Five - For Glory!

Special Rule:

Each player may choose one of their own non-vehicle units that gets the USR Rage. The unit that gets Rage can't embark onto vehicles. If you do this, another of your unit may get one of the following rules: Preferred Enemy, Tank Hunters or Furious Charge.



Primary Objective: Take the Strategic Points!

Each Player gets to place two objectives, one in your own deployment zone and one in the opponents deployment zone. A fifth objective is placed in the center of the table.

0-1 in difference 3-3

2 in difference 4-2

3 In difference 5-1

4 in difference 6-0

Secondary Objective: Kill Points

Regular Kill Points. The whole unit must be killed to score a Kill Point

If there is no difference 2-2

1 unit in difference 3-1

2 or more units 4-0

Tiebreaker: Victory Points

10 Victory Points is given out

Games 0-20 pts
Main objective 0-6 pts
Secondary 0-4 pts
Victory points 0-10
Difference
0-333 5-5
333-667 6-4
668-1000 7-3
1001-1333 8-2
1334-1667 9-1
1668-2000 10-0

