Mission One

Deployment

Spearhead

Main Objective	Secondary Objective	Tiebreaker
The Center of Attention	Hidden Kill Points	Victory Points

Tactical Decision

The player that goes second may choose an extra kill point. If the player does that, the most expensive kill point that the opponent chose is worth two kill points.

Mission Two

Deployment

Pitched Battle

Main Objective	Secondary Objective	Tiebreaker
Seize Objective	Hold the Edges	Kill Points

Tactical Decision

Instead of seizing the initiative, the player that goes second can choose to nominate one troop that count its VP twice when standing on the edge.

Mission Three

Deployment

Dawn of War

Main Objective	Secondary Objective	Tiebreaker
Kill Points	Control Objectives	Victory Points

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 Victory Points 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).

Mission Four

Deployment

Spearhead

Main Objective	Secondary Objective	Tiebreaker
Information Gathering	Rush	Kill Points

Tactical Decision

After rolling for seize the initiative, the player that goes second may choose one of his troops to become non-scoring. If he does, that unit gains one of the following rules: Counter-Attack, Fearless, Relentless, Tank Hunter or Stealth.

Mission Five

Deployment

Dusk Fight

Main Objective	Secondary Objective	Tiebreaker
Quarters	Seek and Destroy	Victory Points

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.

Clarifications

Deployments
Spearhead: see page 93 in the Rulebook
Dawn of War: see page 93 in the Rulebook
Pitched Battle: see page 92 in the Rulebook
Dusk Fight: Normal Pitched Battle deployment, but on turn 3 you start to roll if the night fight rule comes in play. On turn 3, 5+. On turn 4, 4+. On turn 5, 3+. On turn 6, 2+. On turn 7, the night fight comes automatically. If the night fight comes, it stays for the remaining of the game.

Objectives

Main Objectives:	**0-8 Match Points**
Secondary Objectives:	**0-4 Match Points**
Tiebreaker:	**0-8 Match Points**

_____

The Center of Attention: Get as many troops within 12" from the middle of the table. Dedicated transports do not count. You only need to be precisely on the edge with one model in the unit for the unit to count.

Equal Amount of Units	**4-4**
1 more Unit	**5-3**
2 more Units	**6-2**
3 more Units	**7-1**
4 or more Units	**8-0**

_____

Hidden Kill Points: Before deployment, write down 3 units that you want to gain kill points from. Do not show them to your opponent. You reveal the kill point at the end of the game. Only one dedicated transport may be chosen.

Equal Amount of Kill Points	**2-2**
1 more Kill Points	**3-1**
2 or more Kill Points	**4-0**

_____

Seize Objectives: Roll to see who gets to deploy the first objective. Roll a d3 and add 2, that's the amount of objectives you are going to deploy. Take turns deploying 1 objective at the time. The objectives can't be within 12" of the edges nor other objectives. You control an objective if you have a scoring unit within 3" of its center and your opponent does not have a unit of any kind within the same range.

Equal Amount of Objectives	**4-4**
1 more Objective	**6-2**
2 more Objectives	**7-1**
3 or more Objectives	**8-0**

_____

Hold the Edges: Be within 6" of the short edges with as much VP as possible when the game ends. Non-scoring units gets their VP reduced by half.

Equal or up to 199,99 in VP difference	**2-2**
200 up to 599,99 in VP difference	**3-1**
600 or more in VP difference	**4-0**

_____

Kill Points: Kill as many of the opponents units as possible. Each unit counts as 1 Kill Point.

Equal Amount of Kill Points	**4-4**
1 more Kill Point	**5-3**
2 more Kill Points	**6-2**
3 more Kill Points	**7-1**
4 or more Kill Points	**8-0**

_____

Control Objectives: Roll to see who gets to deploy the first objective. Place one objective in your own deployment zone. You control an objective if you have a scoring unit within 3" of its center and your opponent does not have a unit of any kind within the same range.

Equal Amount of Objectives	**2-2**
1 more Objective	**3-1**
2 more Objectives	**4-0**

_____

Information Gathering: Deploy Three Objectives on the centerline. One objective in the middle and the other two 18" from the middle. On the second turn, start scattering the objectives with 1D6+3. If the scatter dice is a hit, move the objective 3" in the direction of the little arrow. You control an objective if you have a scoring unit within 3" of its center and your opponent does not have a unit of any kind within the same range.

Equal Amount of Objectives	**4-4**
1 more Objective	**6-2**
2 more Objectives	**7-1**
3 more Objectives	**8-0**

_____

Rush: Get more units in your opponent's deployment zone then he got in yours.

Equal Amount of Units	**2-2**
1 more Units	**3-1**
2 or more Units	**4-0**

_____

Quarters: Control more quarters then your opponent. To control a quarter, more than 50% of the unit must be in the quarter. If the unit has equal amount of models in two or more quarters, roll a d6 to random which quarter that unit is in. Only scoring units can control a quarter. If your opponent have any kind of unit in the quarter it counts as contested and none can claim it.

Equal Amount of Quarters	**4-4**
1 more Quarter	**6-2**
2 more Quarters	**7-1**
3 or more Quarters	**8-0**

_____

Seek and Destroy: Kill the opponents most expensive HQ, the most expensive troop and the most expensive vehicle. If there are no vehicles, kill the 2nd most expensive troop choice. If there are two or more equally expensive, randomize which unit that will count.

Equal Amount of Kill Points	**2-2**
1 more Kill Points	**3-1**
2 or more Kill Points	**4-0**

_____

Tiebreakers

Kill Points

Equal Amount of Kill Points	**4-4**
1 more Kill Point	**5-3**
2 more Kill Points	**6-2**
3 more Kill Points	**7-1**
4 or more Kill Points	**8-0**

Victory Points

0 up to 399,99 in VP difference	**4-4**
400 up to 799,99 in VP difference	**5-3**
800 up to 1199,99 In VP difference	**6-2**
1200 up to 1599,99 in VP difference	**7-1**
1600 or more in VP difference	**8-0**

General Rules

Ending the game

If you destroy all the opponents units and vehicles, the game is ended and you win the Main and Secondary Objective. You do however still count the Tiebreaker.

Fleeing units
Units falling back at the end of the game counts as destroyed and can't contest or control an objective.