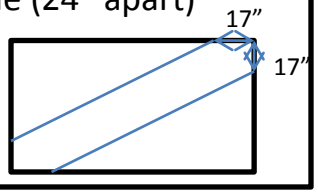
1. Roll for deployment zone
2. Roll off for choosing side
3. Choose secret number
4. Choose unwanted primary
5. Roll for primary
6. Roll for secondary
7. Place objective
8. Reveal missions
9. Start game normaly

1. Deployment zone

1-2. Long edges
3-4. Quarters
5. Dawn of war
6. Triangle (24” apart)



2. Choosing side

The player that score highest will choose side, start placing objectives, reveal mission first, start deploying and have the first turn.

3. Secret number

Place a die in a place your opponent won’t see the number you have chosen. This die will be added to the dice you roll when determining primary and secondary mission. Secret no 3 + rolled 5 = mission 2.

4. Unwanted primary

Both players reveal, in turn, which two primary objectives they feel is unwanted for them. If the player have to play an unwanted mission they will get to choose secondary mission. Remember, revelation of missions doesn’t come until before set up, therefore the opponent can only see the rolled die, not the secret one. Only the player himself know which mission he will be forced to play.

5. Primary mission

Both players roll a die and consult the table below (remember to secretly add the secret die so you know the real mission you have).

1. Have more scoring units fully inside your deployment zone than the opponent. Control one of your markers.
2. Have two scoring units inside the opponents deployment zone. At least half of the remaining units must be inside to count. Control one of the opponents markers.
3. Control both your own markers
4. Control the marker in your own deployment zone and the one in the opponent deployment zone.
5. Pick up both markers in the neutral zone and bring them back to your own deployment zone. Once there you have to control them. scoring models end their movement within 2” of the marker to pick it up. They can later run, assault and be transported as normal, as long as they end their movement phase within 2” of the marker. The marker is dropped within 2” of the model If the model dies. Models inside a transport can not pick up a marker unless they disembark.
6. Pick up your own marker in your deployment zone and bring it to the opponents side. Once there, an HQ model (an actual leader model) can detonate the marker if the HQ model is inside own deployment zone. Place a large blast over the marker. Models under are hit by a S5 AP- hit. The marker can be picked up as stated in mission 5 but if the marker is later transported in a vehicle and it suffers a “vehicle explodes” result, the marker is also destroyed and the player has failed his mission.

6. Secondary objective

Both players roll a die and consult the table below (remember to secretly add the secret die so you know the real mission you have). Note that it does not matter if it's a scoring unit or not.

1. Have one unit in each quarter.
2. Have two units in the opponent's deployment zone's corner inside a rectangle of 10"*10".
3. Have at least one unit within 12" from the center of the table.
4. Randomize an HQ choice (if several) that must survive the battle.
5. Have three units in the neutral zone.
6. Pick three units (when mission is revealed) from the opponent that you must destroy. Each of these units destroyed award +1 MP. If two units are destroyed and not the third the player get +2MP and the opponent +1 MP (for denying a successful mission)

7. Place objective

Players take turn to place objectives. First must be inside own deployment zone and second at least 12" from own deployment zone. No marker may be placed within 6" of an table edge or 12" from another marker. In the case of dawn of war the centerline is considered the neutral zone. After markers have been placed they will scatter 1T6 unless an "hit" is rolled.

8. Reveal objectives

Starting with the player that goes first both players reveal their primary and secondary objectives.

9. Start game

All normal rules apply (reserves, infitration, outflank, scout, night fight in the dawn of war scenario, sieze the initiative and so on)

Mission points

Primary objective complete +5 MP, denying opponent's: +3 MP
Secondary objective complete +3 MP, denying opponent's: +1 MP
0-300 vp difference: 4-4 MP
301-600 VP difference: 5-3 MP
601-900 VP difference: 6-2 MP
901-1200 VP difference: 7-1 MP
1201+ vp difference: 8-0 MP
Wiped out opponent and primary and secondary complete: +1MP
The VP-chart is for 1500 pts battles.

Pointers

You can bluff with your markers by placing them aggressive when you are to play an defensive battle. Remember to roll the die for the secondary objective, even if you may choose it as otherwise your opponent might figure out your objectives. Make sure to modify these rules to your own liking. They were not mine to begin with , anyway. These missions will not be played out in an even match – see it as practice to fight during an uphill if the situation arises.

In the original ROE scoring units can't claim while in close combat.