Mission 1

Mission special rules: Reserves, Deep strike, Victory points

Deployment type: Spearhead

Preparations:
1. The players roll-off and the winner choose to go first or second.
2. The player that goes first chooses one long board edge to be his table edge.
3. The player that goes first chooses one of the two table quarters on his side as his deployment zone, the other player get the opposite diagonal quarter as his deployment zone.
4. Place markers as described in objective rules.
5. The player that goes first deploys his force his deployment zone, more than 12” away from the centre.
6. His opponent then deploys in the opposite quarter, more than 12” away from the centre.
7. Starting with the player that goes first, both players alternate placing infiltrators.
8. Starting with the player that goes first, both players alternate making scout moves.
9. Roll for Seize the initiative.
10. Make the tactical decision (see below).
11. Start the game!

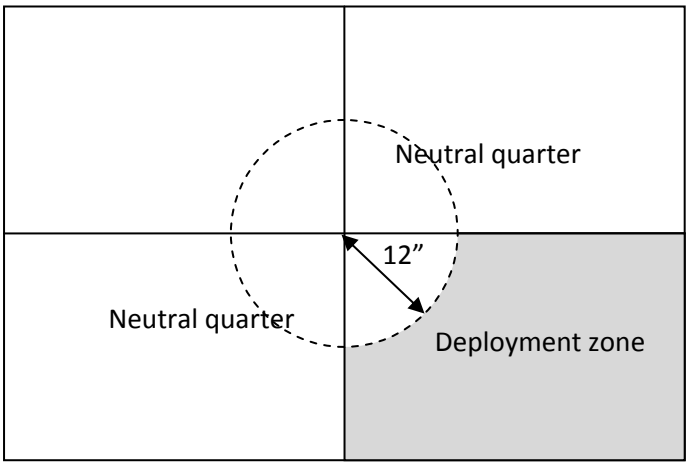
Mission objectives:
Primary objective: The primary objective is to secure 4 markers. After choosing deployment zones but before deploying forces 4 objective markers should be placed on the battlefield. The players alternate placing markers and the player that will deploy his troops first also place the first marker. Each player first place a marker in the other player’s deployment zone and then a marker in one of the neutral quarters. Both players may not place their markers in the same neutral quarter. The markers may not be placed within 12” of any table edge or another marker and the markers have to be placed more than 12” away from the centre of the board.

Each marker is worth 350 VP to a player controlling it at the end of the battle.

Secondary objective: The secondary objective is the control the neutral table quarters. A unit can both control/contest one quarter and one marker.

Each neutral quarter is worth 175 VP to a player controlling it at the end of the battle.

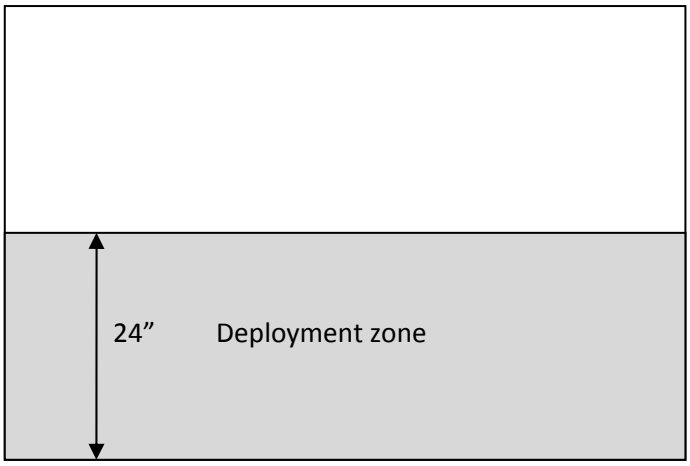
Tactical decision
After deployment and seize the initiative but before the first turn start, the player that got second turn may choose to move one maker 2d6 inches. First nominate a marker, then roll the dice and move the marker up to the distance rolled, the marker may not be moved within 12” of any table edge or another marker. If the second player chooses to move a marker this marker is worth 450 VP to the first player and only 250 VP to the second player. Note that the second player must decide if he wishes to move a marker, but not where, before the dice for distance are rolled.



Mission 2

Mission special rules: Deep strike, Reserves, First turn Night fight, Victory points

Deployment type: Dawn of War



Preparations:

1. The players roll-off and the winner chooses to go first or second.
2. The player that goes first chooses one long board edge to be his own table edge.
3. Starting with the player that goes second, the players place one objective marker each in the opponent’s deployment zone. The objectives may not be placed within 24” of each other.
4. The player that goes first then deploys up to two units from his Troops selection and up to one unit from his HQ section in his half of the table. (This is his deployment zone).
5. His opponent then does the same in the opposite half, but must position his units more than 18” from enemy units.
6. Starting with the player that goes first, both players alternate placing infiltrators. Troops and HQ units that can infiltrate may do so, as long as at the end of deployment the players still have a maximum of one HQ and two Troops units on the table.
7. Starting with the player that goes first, both players alternate making scout moves.
8. All units that were not deployed and were not declared to be in reserve during deployment will arrive turn 1 by moving in from their own table edge. However, see tactical decision below.
9. Roll for seize the initiative
10. Make the tactical decision (see below).
11. Start the game!

Mission objectives:

Primary Objective: A player gains 500 VP for each objective controlled at the end of the game.

Secondary Objective: At the start of each player´s second and third turn, flags arrive by deep strike. (So, a total of four flags will arrive.) The player whose turn it is treat this exactly as if one of his units were arriving by Deep strike except that wargear that affects Deep striking (such as Teleport homers, Chaos icons, Jamming beacons, etc) do not work. So he places the flag, rolls for scatter (and Deep strike mishap if the flag end up on top of a model, in impassible terrain or within 1” of an enemy model), etc… If the flag is destroyed by a deep strike mishap, no one can control that flag at the end of the game and the opponent gains 150 VP:s.

A model may pick up a flag by moving into base contact with it. Remember (or mark in some way, such as placing the flag marker next to the model) which model holds the flag. When a model is holding the flag, it cannot be picked up by another model. If the model holding the flag is killed or falls back, he drops the flag where he was standing (place the flag at the centre of where the model used to stand).

At the end of the game, the player controlling a flag scores 150 VP:s. If the flag is within 3” of his HQ model with the highest leadership value, he scores an additional 50 VP:s (for a total of 200 VP:s per flag). Note that if a player’s HQ model with the highest Leadership value was killed, he can only score 150 VP:s per flag.

With the exceptions noted above, a flag does not affect the game in any way.

Tactical decision:

At the start of each player’s first turn, the player whose turn it is may chose to ignore the Night fighting rules. If he does this, any models that would normally arrive automatically (from the table edge or from reserves) will instead arrive on 3+ instead (roll individually for each unit). Units failing to arrive will automatically arrive at the start of turn 2 instead.

Mission 3

Mission special rules: Deep strike, Reserves, Victory points

Deployment type: Pitched battle

Preparations:

1. The players roll-off and the winner chooses to go first or second.
2. The player that goes first chooses one long board edge to be his table edge. The opposite table edge is the opponent's table edge.
3. Starting with the player that goes first, both players alternate placing two objective counters each. An objective counter must be placed within 12" of the placing player's long table edge and may not be placed within 36" of the other objective placed by that player. (The first objective marker may not be placed so that it becomes impossible to place the second one.)
4. The player that goes first deploys his force within 12" from his long table edge. (This is his deployment zone.)
5. His opponent then deploys within 12" from the opposite table edge.
6. Write down your secondary objective (see below).
7. Starting with the player that goes first, both players alternate placing infiltrators.
8. Starting with the player that goes first, both players alternate making scout moves.
9. Make the tactical decision (see below) or roll for Seize the initiative.
10. Start the game!

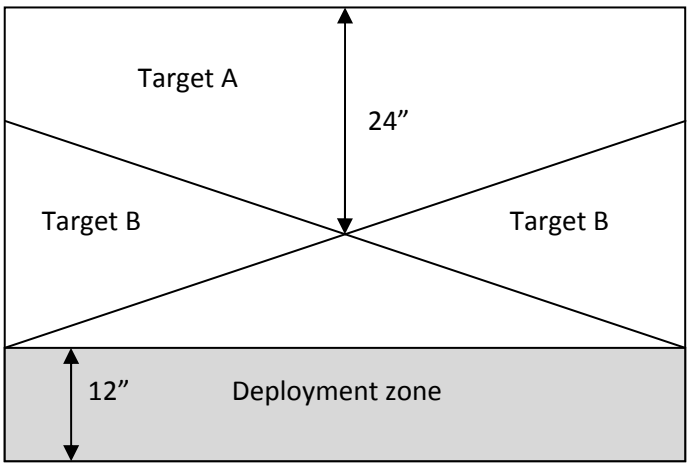
Mission objectives

Primary Objective: No man's land is divided into four triangular areas according to the map. The opponent's deployment zone, together with the triangular area furthest away from your own deployment zone is Target area A and both the triangular areas on either flank are considered Target area B. Scoring units ending the game in Target area A scores VP equal to double their points cost. Scoring units ending the game in Target area B scores VP equal to their points cost. A maximum of 1250 VP can be scored in this way.

Secondary Objective: Before the game starts, secretly note if you want to capture the two objectives in your own deployment zone or if you want to capture the two objectives in your opponent's deployment zone. The chosen objectives are not revealed to your opponent until the end of the game. If you chose to control the objectives in your own deployment zone you score 250 VP:s for each of the two objectives you control at the end of the game. If you chose to control the objectives in your opponent's deployment zone you score 500 VP:s if you control either of the two objectives at the end of the game.

Tactical decision

The player who should roll for Seize the initiative may instead chose to remove units from his own army with a total cost of at least 200 points. These units count as destroyed. If he does this, he automatically seizes the initiative.



Mission 4

Mission special rules: Deep strike, Reserves, Victory points

Deployment type: Pitched battle

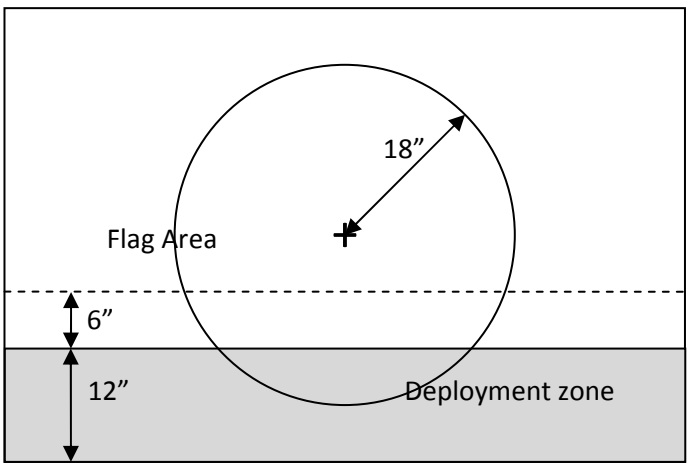
Preparations:
1. The players roll-off and the winner chooses to go first or second.
2. The player that goes first chooses one long board edge to be his table edge. The opposite table edge is the opponent's table edge.
3. The player that goes first deploys his force within 12" from his long table edge. (This is his deployment zone.)
4. His opponent then deploys within 12" from the opposite table edge.
5. Make the tactical decision (see below).
6. Starting with the player that goes first, both players alternate placing infiltrators.
7. Starting with the player that goes first, both players alternate making scout moves.
8. Roll for seize the initiative.
9. Start the game!

Mission objectives:
Primary mission: At the end of the game, the four scoring units closest to the centre of the board are worth 300 VP:s each to the player controlling them as long as they are within 18" of the centre. Non-scoring units are ignored when determining which units are closest.
Secondary mission: Any scoring unit that has not gone to ground and is not falling back may place a flag on enemy ground. This is done at the start of the assault phase and does not affect the unit's movement in any way. Place a flag marker in contact with any model in the unit. A flag must be placed at least 6" away from the owning player's deployment zone. Each player may only place one flag. Units inside transports may not place flags. When the flag is placed, note down in which turn it was placed. At the end of the game, a flag is worth victory points to the player who controls it (regardless of who placed it) depending on when it was placed (see below). A unit may control both a flag and be close to the centre (see above).

Turn placed	Value
1	400
2	300
3	150
4	50
5+	0

A maximum of 550 Victory points can be gained from controlling flags.

Tactical decision:
Starting with the player that goes first, both players may chose one non-scoring unit in their own army costing at least 60 points that becomes scoring. This unit is worth double the normal amount of victory points to their opponent if killed or reduced to half strength (but it is still worth its normal amount of VP:s for the purposes of outclaiming). Note that this is optional and a player does not have to select a unit.



Mission 5

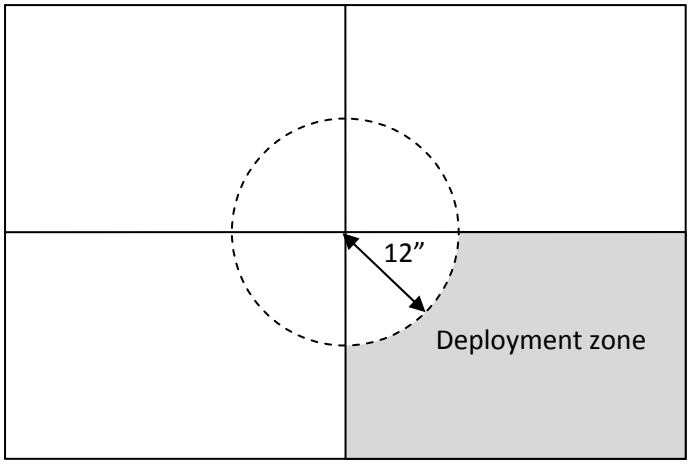
Mission special rules: Deep strike, Reserves, Victory points

Deployment type: Spearhead

Preparations:
1. The players roll-off and the winner chooses to go first or second.
2. The player that goes first chooses one long board edge to be his table edge and one of the two table quarter on his side to be his quarter. His opponent gets the opposite quarter.
3. Both players secretly write down how much they want each quarter to be worth. Each player shall assign a total of 1200 points. Each quarter must be given a value between 100 and 500 points. The player's own quarter may not be given a higher value then 300. The opponent's quarter may not be given a lower value then 300. The values assigned are secret until the end of the game.
4. The player that goes first deploys his force in his table quarter more than 12" away from the centre.
5. His opponent then deploys in the opposite quarter, more than 12" away from the centre.
6. Make the tactical decision (see below).
7. Starting with the player that goes first, both players alternate placing infiltrators.
8. Starting with the player that goes first, both players alternate making scout moves.
9. Roll for seize the initiative.
10. Start the game!

Mission objectives:
Primary mission: Each table quarter you control at the end of the game is worth an amount of VP:s equal to the value you assigned to it (see point 3 under preparations above). Note that it does not matter what value your opponent assigned to it.
Secondary mission: The seven units in each player's army with the lowest points cost are worth an additional 75 points each if they are destroyed at the end of the game.

Tactical decision:
Starting with the player that goes first, both player may chose one scoring unit in their own army that loses its scoring status. This unit is worth no victory points to their opponent if killed or reduced to half strength (but it is still worth its normal amount of VP:s for the purposes of outclaiming). Note that this is optional and a player does not have to select a unit.



Mission 6

Mission special rules: Reserves, Deep strike, First turn night fight, Victory points

Deployment type: Dawn of war

Preparations:
1. The players roll-off and the winner choose to go first or second.
2. The player that goes first chooses one long board edge to be his table edge. The opposite table edge is the opponent's table edge.
3. The player that goes first may deploy up to two units from his troops selections (or one unit of any kind, see Tactical decision below) and one unit from his HQ selections within 24" from his long table edge. (This is his deployment zone.)
4. His opponent does the same within 24" from the opposite table edge, but his units have to be deployed more than 18" from enemy units.
5. Starting with the player that goes first, both players alternate placing infiltrators. A player may still not have more units on the table than one HQ unit and two troops unit after the deployment of infiltrators.
6. Starting with the player that goes first, both players alternate making scout moves.
7. All units that were not deployed and were not declared to be in reserve during deployment will arrive turn 1 by moving in from their own table edge.
8. Roll for Seize the initiative.
9. Start the game!

Mission objectives:
Primary objective: The primary objective is to control table quarters. Each table quarter is worth 350 VP to a player controlling it at the end of the battle.

Secondary objective: You score additional victory points for the elimination of a certain enemy model and for keeping a certain friendly model alive. You score 250 victory points for destroying the enemy model of your choice and you score 300 victory points for keeping your own chosen model alive. The choice of models is treated below.
Starting with the player that scored highest, each player choose one non-vehicle model in his own army and one non-vehicle model in the opponent's army that are the secondary objectives. (So, since both players chooses models in both armies, a total of four models are chosen.) Any non-vehicle model may be chosen, even models starting in reserves. No model may be chosen by both players, though. The first player chooses both his objective models before the second player chooses his. Note that models are chosen, not units.

Tactical decision:
A player may choose to deploy any one unit from his army instead of both the two troops units a player is normally allowed to deploy. This unit may not infiltrate.

