

Mission 1- Alpha Strike

Pregame Setup

This Mission uses the Dawn of War deployment map. Both Players roll off, the winner chooses which deployment zone they would like. Their opponent uses the other deployment zone. The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up wholly within their deployment zone. Continue setting up units until both players have set up their armies.

The player who deployed first may choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of a 6, they manage to seize the initiative and they get the first turn instead.

This game is divided into 2 Phases.

Phase 1

Phase 1 lasts for the first 2 battle rounds. During this time you score 1 Victory Point for each enemy unit completely destroyed.

Phase 2

Phase 2 starts at the start of the 3rd battle round and lasts till the end of the game. Before the first player takes their third turn the player who scored the lowest number of Victory Points during Phase 1 places 2 objectives on the table. These must be at least 18" away from each other and more than 6" from any table edge. If the game is currently a tie then both players place one objective each starting with the player who went second.

At the end of the game score 5 Victory Points for each objective you control.

Battle Length

At the end of battle round 5 the player who had the first turn must roll a D6. On a roll of a 3+ the game continues, otherwise the game is over. At the end of battle round 6 the player who had the second turn must roll a D6. This time the game continues on a roll of a 4+, otherwise the game is over. The game automatically ends at the end of battle round 7.

Victory Conditions

At the end of the game, the player who scored the most victory points is the winner. If both players have scored the same number of victory points the game is a draw. In addition to the Victory Points scored above score Victory Points for the following:

Hold the Line: Score 1 Victory Point if there are no enemy units in your deployment zone at the end of the game

Slay the Warlord: If the enemy warlord has been slain during the battle, you score 1 victory point

Mission 2- Sector Clearance

Pregame Setup

This Mission uses the Hammer and Anvil deployment map. The players should first place 6 objective markers as detailed on pg226 of the Warhammer 40,000 rulebook. The player who places the sixth objective then chooses one of the 2 deployment zones for their army. Their opponent uses the other deployment zone. The players then deploy their entire armies starting with the player who did not pick their deployment zone. A player's models must be set up entirely within their deployment zone.

The player who deployed first may choose to take the first or second turn. If they decide to take the first turn, their opponent can roll a dice; on a roll of a 6, they manage to seize the initiative and they get the first turn instead.

Tactical Objectives

This mission uses Tactical Objectives. If at the start of a player's turn, they have fewer than 3 active Tactical Objectives they must generate Tactical Objectives until they have 3.

Battle Length

At the end of battle round 5 the player who had the first turn must roll a D6. On a roll of a 3+ the game continues, otherwise the game is over. At the end of battle round 6 the player who had the second turn must roll a D6. This time the game continues on a roll of a 4+, otherwise the game is over. The game automatically ends at the end of battle round 7.

Victory Conditions

At the end of the game, the player who scored the most victory points is the winner. If both players have scored the same number of victory points the game is a draw. In addition to achieving Tactical Objectives victory points are awarded for the following:

Slay the Warlord: If the enemy warlord has been slain during the battle, you score 1 victory point

Lightning Strike: If an enemy unit was completely destroyed during the first battle round, you score 1 victory point.

Seize Ground: At the end of the game divide the table into 3 sectors. 2 of the sectors are your starting deployment zones with no-man's land forming the third. If you have more models (discounting models with a move value of 0, or those with the flyer battlefield role) in a sector than your opponent then you control that sector. If a unit is straddling 2 (or more) sectors randomly determine which sector it is in. Score 3 Victory Points if you control your deployment zone, 5 Victory Points for controlling No-Man's land and 7 Victory Points for controlling the enemy deployment zone.

If you control a sector and there are no enemy models in it (again discounting models with a move value of 0 or those with the flyer battlefield role) then you have total control of that sector. Double the victory points scored for any sector you have total control of.

Mission 3- All Out War

Pregame Setup

This mission uses the Search and Destroy deployment map. The players should first place 6 objective markers as detailed on pg226 of the Warhammer 40,000 rulebook. The player who places the sixth objective then chooses one of the 2 deployment zones for their army. Their opponent uses the other deployment zone. The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up wholly within their deployment zone. Continue setting up units until both players have set up their armies.

First Turn

The players then both roll off again, with the player who finished deploying first adding 1 to their score. The winner chooses who takes the first turn.

Tactical Objectives

This mission uses Tactical Objectives. If at the start of a player's turn they have fewer than 4 tactical objectives draw 3 new Tactical Objectives (to a maximum of 6).

Battle Length

At the end of battle round 5 the player who had the first turn must roll a D6. On a roll of a 3+ the game continues, otherwise the game is over. At the end of battle round 6 the player who had the second turn must roll a D6. This time the game continues on a roll of a 4+, otherwise the game is over. The game automatically ends at the end of battle round 7.

Victory Conditions

At the end of the game, the player who scored the most victory points is the winner. If both players have scored the same number of victory points the game is a draw. In addition to achieving Tactical Objectives victory points are awarded for the following:

Slay the Warlord: If the enemy warlord has been slain during the battle, you score 1 victory point

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game.

Linebreaker: If at the end of the battle you have at least one model within the enemy deployment zone, you score 1 victory point.

Mission Failed Sir: Each tactical objective you discard at the end of your turn counts as having been scored by your opponent (at the lowest level for cards that have multiple scoring levels). If at the end of your turn you have 4 or more uncompleted tactical objectives you must discard tactical objectives until you have 3.

Mission 4- The Ritual

Pregame Setup

This mission uses the Front Line Assault deployment map. Place 2 Objectives 18" from a short table edge and 24" from a long table edge.

To determine who chooses deployment zones and deploys their army first in this mission do not roll off. Instead both players should secretly note a number of command points, they are wagering to gain the initiative. The player who bids the most command points decides which deployment zone they would like and who will deploy first. The loser does not lose any command points. Where the number of command points are tied, both players lose their wager and repeat the process. If both players bid 0 then roll off to decide who wins.

The player who deploys first deploys his entire army in his deployment zone, then his opponent does the same. The player who deployed first may choose to take the first or second turn.

Battle Length

At the end of battle round 5 the player who had the first turn must roll a D6. On a roll of a 3+ the game continues, otherwise the game is over. At the end of battle round 6 the player who had the second turn must roll a D6. This time the game continues on a roll of a 4+, otherwise the game is over. The game automatically ends at the end of battle round 7.

Victory Conditions

At the end of the game, the player who scored the most victory points is the winner. If both players have scored the same number of victory points the game is a draw. Victory points are awarded for the following:

Slay the Warlord: If the enemy warlord has been slain during the battle, you score 1 victory point

First Blood: The first unit, of any kind, to be destroyed during the battle is worth 1 victory point to the opposing player at the end of the game.

Linebreaker: If at the end of the battle you have at least one model within the enemy deployment zone, you score 1 victory point.

Ritual Sacrifice

Score 2 Victory Points at the end of each of your turns for each objective you control. In addition if you have a character within 3" of the centre of an objective marker (regardless of whether you control the objective or not) they can spend up to 2 Command Points to gain that number of Victory Points. You may do this once at each objective at the end of each of turns.

Special Rules

At the start of each player's turn both players gain a command point. This counts as the one that you can gain a turn.

Mission 5- Time Lapse

Pregame Setup

This Mission uses the Vanguard Strike deployment map. The players should first place 6 objective markers as detailed on pg226 of the Warhammer 40,000 rulebook. The player who places the sixth objective then chooses which diagonal will be used and picks one of the deployment zones for their army. The players then alternate deploying their units, one at a time, starting with the player who did not pick their deployment zone. A player's models must be set up wholly within their deployment zone. Continue setting up units until both players have set up their armies.

First Turn

The players then both roll off again, with the player who finished deploying first adding 1 to their score. The winner chooses who takes the first turn.

Time Lapsed Tactical Objectives

This Mission uses Tactical Objectives. At the start of a player's turn discard all their active tactical objectives and generate 4 new Tactical Objectives. This means that you have only a single turn to complete any objectives you draw. However after generating tactical objectives and using any stratagems at the start of the turn you may look at the top 4 cards of your deck.

Both players have access to the following stratagem in addition to those they normally have.

Stratagem- Cronomotron (1+CP*)

Use this stratagem after looking at the top cards of your deck using the Time Lapse rule above. Swap your current Tactical Objectives with the top 4 cards in your deck.

*This stratagem costs a number of command points equal to the number of times you have used it.

Battle Length

At the end of battle round 5 the player who had the first turn must roll a D6. On a roll of a 3+ the game continues, otherwise the game is over. At the end of battle round 6 the player who had the second turn must roll a D6. This time the game continues on a roll of a 4+, otherwise the game is over. The game automatically ends at the end of battle round 7.

Victory Conditions

At the end of the game, the player who scored the most victory points is the winner. If both players have scored the same number of victory points the game is a draw. In addition to achieving Tactical Objectives victory points are awarded for the following:

Slay the Warlord: If the enemy warlord has been slain during the battle, you score 1 victory point

Lightning Strike: If an enemy unit was completely destroyed during the first battle round, you score 1 victory point.

Linebreaker: If at the end of the battle you have at least one model within the enemy deployment zone, you score 1 victory point.