

Scenario

**Deployment:** Vanguard strike

**Game length:** Random game length (see pg. 133 of 40k rulebook)

**Rules:** Night Fight, Reserves, Mysterious Objectives

**Mission Objectives:**

The player who achieves the most battle points wins the game.

Goal #1 15 points

Goal #2 9 points

Goal #3 6 points

**Goal #1**

**Point control.**

At the end of the game, the player controlling the most table quarters achieves this goal. Control of a table quarter is achieved by having more scoring units that your opponent in that quarter. **Unit's within 6" of the center of the board NEVER count for this goal.** A unit's location is determined by the location of the majority of that unit's models. If a unit is evenly spread across 2 or more quarters, randomize which quarter they are in. Units comprised of a single model must fully be within a quarter; otherwise their location must be randomized as well. In the result of a tie, both players will receive 8 points for this goal.

**Goal #2**

**Maelstrom!**

Each player places one Maelstrom objective in their deployment zone and one in their opponent's deployment zone. These are numbered 1 and 2. At the beginning of each game turn, both players will roll twice on the table below. Reroll the second roll if it is the same number as the first. Note the results on your score sheet. At the end of each game turn, each player earns 1 point per Maelstrom goal achieved. (Note if both of your rolls are to destroy an enemy unit, destroying 1 unit earns 1 point, destroying 2 units earns you 2 points.) The player with the most points at the end of the game wins this mission. In the event of a tie, each player will receive 5 points for this goal.

Maelstrom chart:

- 1) Hold Maelstrom Objective 1 in the enemy deployment zone
- 2) Hold Maelstrom Objective 2 in the enemy deployment zone
- 3) Hold Maelstrom Objective 1 in your deployment zone
- 4) Hold Maelstrom Objective 2 in your deployment zone
- 5) Destroy an enemy unit
- 6) Destroy an enemy unit

**Goal #3**

**Kill 'em all!**

At the end of the game, each player receives 1 kill point for each enemy unit that has been completely destroyed. Units that are falling back at the end of the game, and units that are not on the board at the end of the game, count as destroyed for the purposes of this mission. Independent characters and dedicated transports are considered individual units when determining kill points. The player with the most kill points achieves this goal. In the result of a tie, both players will receive 3 points for this goal.

**Bonus points:**

Select 3 choices from bonus point list before deployment. Share your choices with your opponent before deployment. You may select different choices than your opponent. Write your choices below.

- 1) \_\_\_\_\_
- 2) \_\_\_\_\_
- 3) \_\_\_\_\_