

## Scenario

**Deployment:** Hammer and Anvil

**Game length:** Random game length (see pg 122 of 40k rulebook)

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

### 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

#### All your bases belong to us!

Before deployment, each player will alternate turns placing 5 tactical markers (a 40mm base) no closer than 6 inches from any table edge or within 12 inches of another marker. No markers may be placed in, or on, impassable terrain, buildings or fortifications. Only scoring units can control markers (zooming/swooping flyers can't control a marker). One unit may only control one marker at a time. To control a marker, a player must have one scoring unit within 3 inches of the marker and no enemy scoring and/or denial units within 3 inches of the marker. The player who controls the most markers achieves this goal. In the result of a tie, both players will receive 8 points for this goal.

### Goal #2

#### 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 5 points for this goal.

### Goal #3

#### Relic.

Place one marker at the exact center of the board to represent the Relic. Players may pick up, move, and drop the Relic. The rules for picking up, moving, and dropping the Relic are located on page 131 of the 40k rulebook (zooming/swooping flyers or vehicles can't pick up the relic). The player that controls the Relic at the end of the game wins. In the result that neither player controls the Relic at the end of the game, neither player will achieve this goal.

### Bonus points:

+1 Blooded. The first player to achieve 4 kill points achieves this objective.

+1 Slay the warlord.

+1 Linebreaker.

## Scenario

**Deployment:** Dawn of War

**Game length:** Random game length (see pg 122 of 40k rulebook)

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

### 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

##### Defend the flag.

Before deployment, each player will alternate turns placing 6 tactical markers (3 per player, 40mm base) no closer than 6 inches from any table edge or within 12 inches of another marker. **The first marker a player places must be placed in their deployment zone.** The remaining two markers must be placed in your opponent's half of the table. No markers may be placed in, or on, impassable terrain, buildings or fortifications. Only scoring units can control markers (zooming/swooping flyers can't control a marker). One unit may only control one marker at a time. To control a marker, a player must have one scoring unit within 3 inches of the marker and no enemy scoring and/or denial units within 3 inches of the marker. You achieve this mission objective by controlling more tactical markers in your half of the table than your opponent. In the event of a tie, both players will receive 8 points for this goal.

#### Goal #2

##### Relic.

Place one marker at the exact center of the board to represent the Relic. Players may pick up, move, and drop the Relic. The rules for picking up, moving, and dropping the Relic are located on page 131 of the 40k rulebook (zooming/swooping flyers or vehicles can't pick up the relic). The player that controls the Relic at the end of the game wins. In the result that neither player controls the Relic at the end of the game, neither player will achieve this goal.

#### 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:

+1 Blooded. The first player to achieve 4 kill points achieves this objective.

+1 Slay the warlord.

+1 Linebreaker.

## Scenario

**Deployment:** Vanguard strike

**Game length:** Random game length (see pg 122 of 40k rulebook)

**Rules:** Night Fight, Reserves, Mysterious Objectives, Fast Recon, Heavy Metal

### 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

#### 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 8 points for this goal.

### Goal #2

#### Relic.

Place one marker at the exact center of the board to represent the Relic. Players may pick up, move, and drop the Relic. The rules for picking up, moving, and dropping the Relic are located on page 131 of the 40k rulebook (zooming/swooping flyers or vehicles can't pick up the relic). The player that controls the Relic at the end of the game wins. In the result that neither player controls the Relic at the end of the game, neither player will achieve this goal.

### Goal #3

#### All your bases belong to us!

Before deployment, each player will alternate turns placing 5 tactical markers (a 40mm base) no closer than 6 inches from any table edge or within 12 inches of another marker. No markers may be placed in, or on, impassable terrain, buildings or fortifications. Only scoring units can control markers (zooming/swooping flyers can't control a marker). One unit may only control one marker at a time. To control a marker, a player must have one scoring unit within 3 inches of the marker and no enemy scoring and/or denial units within 3 inches of the marker. The player who controls the most markers achieves this goal. In the result of a tie, both players will receive 3 points for this goal.

### Bonus points:

+1 Blooded. The first player to achieve 4 kill points achieves this objective.

+1 Slay the warlord.

+1 Linebreaker.

Scenario

**Deployment:** Dawn of War

**Game length:** Random game length (see pg. 122 of 40k rulebook)

**Rules:** Night Fight, Reserves, Mysterious Objectives, Fast Recon, Heavy Metal

**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**

**All your bases belong to us!**

Before deployment, each player will alternate turns placing 5 tactical markers (a 40mm base) no closer than 6 inches from any table edge or within 12 inches of another marker. No markers may be placed in, or on, impassable terrain, buildings or fortifications. Only scoring units can control markers (zooming/swooping flyers can't control a marker). One unit may only control one marker at a time. To control a marker, a player must have one scoring unit within 3 inches of the marker and no enemy scoring and/or denial units within 3 inches of the marker. The player who controls the most markers achieves this goal. In the result of a tie, both players will receive 8 points for this goal.

**Goal #2**

**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 5 points for this goal.

**Goal #3**

**Relic.**

Place one marker at the exact center of the board to represent the Relic. Players may pick up, move, and drop the Relic. The rules for picking up, moving, and dropping the Relic are located on page 131 of the 40k rulebook (zooming/swooping flyers or vehicles can't pick up the relic). The player that controls the Relic at the end of the game wins. In the result that neither player controls the Relic at the end of the game, neither player will achieve this goal.

**Bonus points:**

+1 Blooded. The first player to achieve 4 kill points achieves this objective.

+1 Slay the warlord.

+1 Linebreaker.