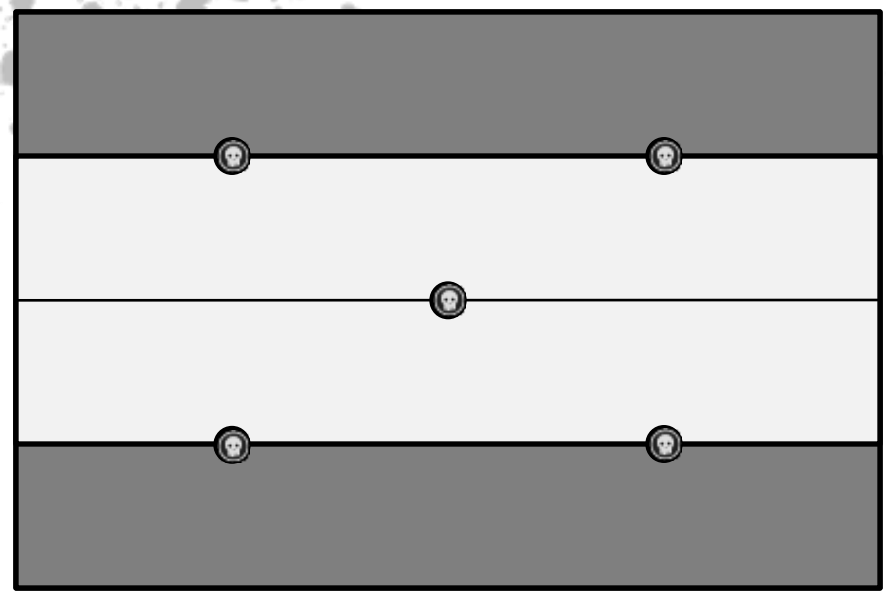
MISSION ONE: REALM OF THE RAVEN GOD

OH YEA, WINGED BRINGER OF TRUTH. DELIVER US TO ENLIGHTENMENT, NAY, ILLUMINATION! BATHE US IN YOUR DIVINE RAINBOW OF BRILLIANCE. WE ARE YOUR HUMBLE SERVANTS AND BEG ENTRANCE TO YOUR CRYSTAL LABYRINTH OF MAGNIFICENT COLORS.



DEPLOYMENT:
Dawn of War

MISSION SPECIAL RULES:
Night Fighting (p135)
Reserves (p135)
Variable Game Length (p133)

OBJECTIVE PLACEMENT:
Place one Objective at the center of each table quarter.
Place one Objective in the center of the table

Primary Objective: **Control the Lay Lines: Progressive Objectives**
The objectives in each table quarter award objective points during the course of the game.
A player, starting in turn 2, gains one objective point per objective marker controlled.
This point is scored at the START of the player's turn.

The player with the most objective points at the end of the game earns 18 battle points.

Secondary Objective: **Anchor the Warp: Control the Center**
The objective in the center of the table is worth 8 battle points.
Check control at the end of the game.

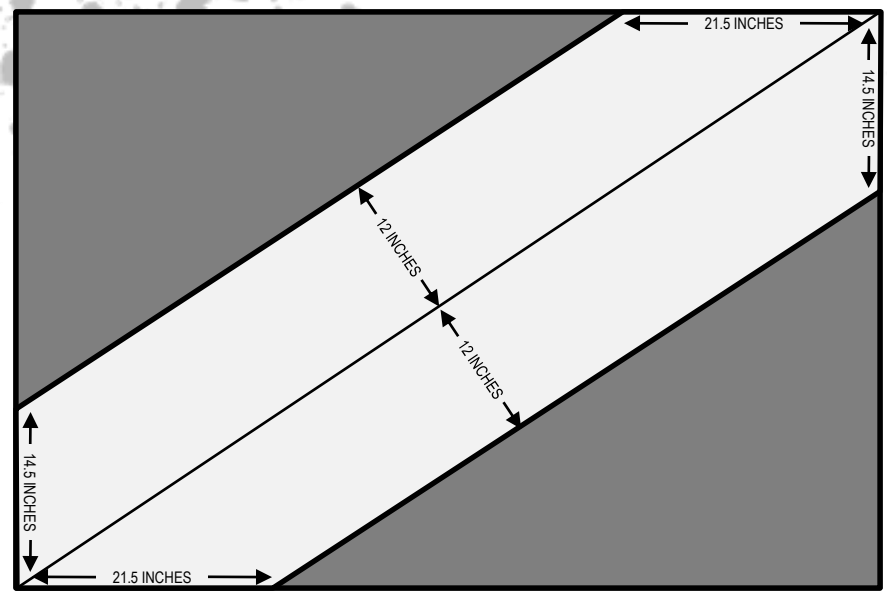
Tertiary Objective: **Cull the Irrelevant: Kill Points**
At the end of the game players will total the amount of kill points given during the game.
The difference, to a maximum of 4, is awarded to the player with the highest kill point total in battle points.

Bonus Objectives:
First Blood (p133), **Slay the Warlord** (p133), **Line breaker** (p133).

NAME:					TABLE:	NAME:			
PRIMARY	SECONDARY	TERTIARY	BONUS	TOTAL		PRIMARY	SECONDARY	TERTIARY	BONUS	TOTAL

MISSION TWO: RAGE FIELDS OF THE BLOOD GOD

MADNESS.. CLARITY.. THE TYPE OF CLARITY ACHIEVED ATOP A MOUNTAIN OF SKULLS. THERE IS NO MERCY UPON THE RAGE FIELDS. THERE IS ONLY WAR. WAR IS THE ONLY HOLY THING IN THIS UNIVERSE. IT WILL NEVER STOP. THE BLOOD GOD DOES NOT ASK FOR FOLLOWERS. WITH EACH SACRIFICE, THE FOLLOWERS GIVE THEMSELVES TO HIM.



DEPLOYMENT:

Vanguard Strike

MISSION SPECIAL RULES:

Night Fighting (p135)
Reserves (p135)
Variable Game Length (p133)

Primary Objective: Entry to the Cult of Khorne: Kill Points Modified

Players earn 1 battle point per unit they destroy.
Players earn 2 battle points per enemy force organization slot eliminated from the PRIMARY detachment (pg.122).
If an opponent has no choices in an organization slot, these points are automatically awarded.
Maximum of 18 battle points.

Secondary Objective: Champions Call: Kill Points Modified

Players earn 1 battle point for each kill point they earn over their opponent's kill points.
Players earn 1 battle point for each enemy character they kill in a challenge.
Players earn 1 battle point per challenge they issue that is declined.
Maximum of 8 battle points.

Tertiary Objective: Boast in the Arena: Table Quarters

Players earn 1 battle point per table quarter they control at the end of the game. Control is determined by a player having a scoring unit in a table quarter and the opponent has no contesting unit in the same quarter.
Maximum of 4 battle points.

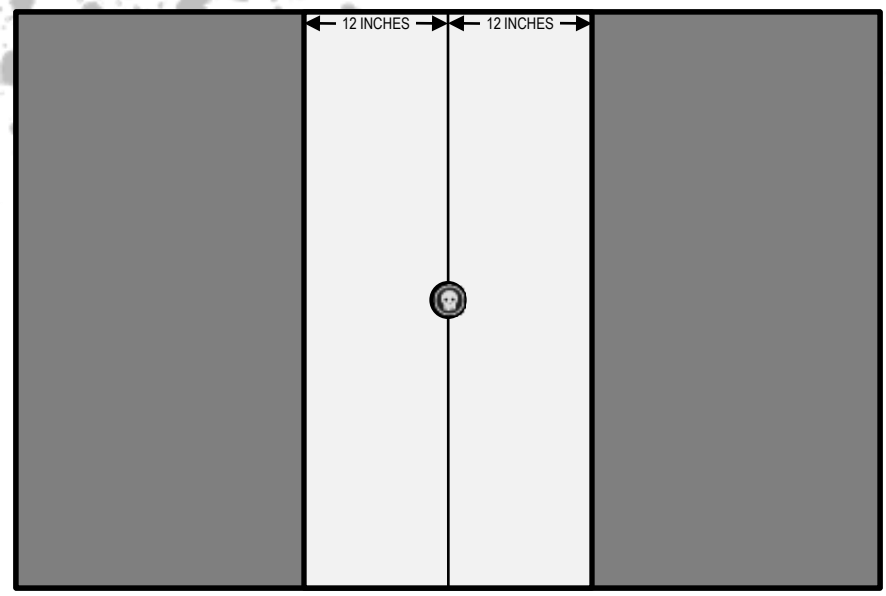
Bonus Objectives:

First Blood (p133), **Slay the Warlord** (p133), **Line breaker** (p133).

NAME:					TABLE:	NAME:			
PRIMARY	SECONDARY	TERTIARY	BONUS	TOTAL		PRIMARY	SECONDARY	TERTIARY	BONUS	TOTAL

MISSION THREE: BUBOES, PHLEGM AND BLOOD–COMES THE CARNIVAL OF CHAOS

THE GARDEN OF THE PLAGUE LORD IS BOUNTIFUL AND ALWAYS READY FOR HARVEST.
WE BURST THE PUSS FIELD SORES AND DRINK IN THE GLORY OF OUR GRANDFATHER.
CHOKED, WE ARE NOT, BY THE CLOUD OF FLIES. RATTLED, WE ARE NOT,
BY THE CALLIOPE OF HIS PRECIOUS BOWELS.



DEPLOYMENT:

Hammer and Anvil

MISSION SPECIAL RULES:

The Relic (p147)
Modified Big Guns Never Tire
(See Primary Objective)
Night Fighting (p135)
Reserves (p135)
Variable Game Length (p133)

Primary Objective: The Antigens: The Relic

The relic contains a cure for the foul plague that has befallen your army. Heavy Support Choices, including vehicles and walkers, can claim the Relic. Holders of the relic can NOT move more than 6 inches per phase. This includes all phases of the game, including assault and consolidation. The Relic can not be claimed on turn 1 and can not be picked up by a unit locked in close combat. The Relic is worth 18 battle points. If no player controls the Relic at the end of the game, each player receives 9 battle points. In the event of a tie on this objective, players also receive 1 battle point for each Heavy Support choice they destroyed regardless of detachment (so totals could be over 9 battle points for a tie).

Secondary Objective: Bloat forth and show your loyalty to Grandfather Nurgle: Table Quarters

In this mission, table quarters are controlled by victory point dominance of the area. Add up points for all units in each table quarter. The player with the highest difference in victory points controls the quarter.
Each Quarter is worth 2 battle points.

Tertiary Objective: The Olde Rivalry: Slay the Sorcerers

The player who kills the most psykers gets 4 battle points. Players earn 2 battle points each in the event of a draw. If the army has no psykers then these points are scored by killing ANY independent character.

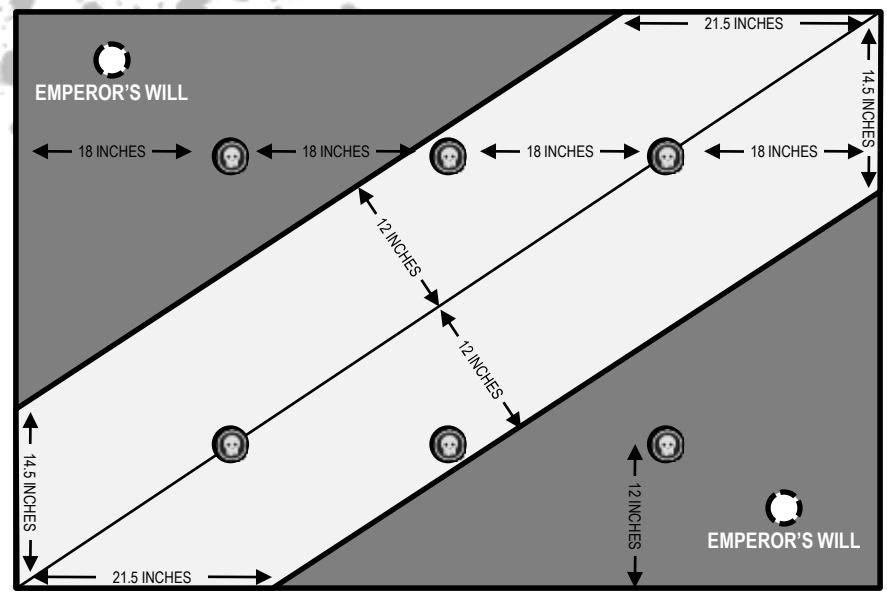
Bonus Objectives:

First Blood (p133), **Slay the Warlord** (p133), **Line breaker** (p133).

NAME:					TABLE:	NAME:			
PRIMARY	SECONDARY	TERTIARY	BONUS	TOTAL		PRIMARY	SECONDARY	TERTIARY	BONUS	TOTAL

MISSION FOUR: ORGY OF THE SLAVE PITS

I RUN TO THE MANY BOSOMS OF THE PLEASURE GOD AND SUBMIT WILLINGLY TO SUBJUGATION.
I EMBRACE THE HUNGER, THE LUST.. THE POWER. PRAISE BE TO THE PRINCE OF CHAOS.
MY KNEES BLEED IN YOUR SERVICE AND I COMMIT TO THESE ACTS OF EXALTATION.
SHE WHO THIRSTS SHALL BE SATED.



DEPLOYMENT:

Vanguard Strike

MISSION SPECIAL RULES:

Modified Scouring
(See Primary Objective)
Night Fighting (p135)
Reserves (p135)
Variable Game Length (p133)

OBJECTIVE PLACEMENT:

Place Crusade Objectives as shown (Skull Objectives). Players place one Emperor's Will Objective in their deployment zones. All objectives must be at least 3 inches from any table edge and/or any other objective

Primary Objective: The Phoenician Desires: Emperor's Will.
Control of these objectives is determined at the end of the game.
9 Battle Points per objective controlled, 4 points each if contested.
In the event of a tie on this objective, players receive 1 Battle point for each Fast Attack choice they destroyed regardless of detachment.

Secondary Objective: Apotheosis: Crusade Objectives.
The crusade objectives are progressive in this mission. Players will gain one point per objective they control starting on turn two. The first player to 8 points wins this objective.
Scoring points is determined at the start of each player turn, but winning is determined at the end of each game turn. IE, both players have the opportunity to score the maximum 8 battle points during the same game turn. If this is the case then this objective is a draw. If a game turn ends with one player reaching the 8 point maximum and their opponent with less than that, all 8 Battle points are awarded for this mission objective.

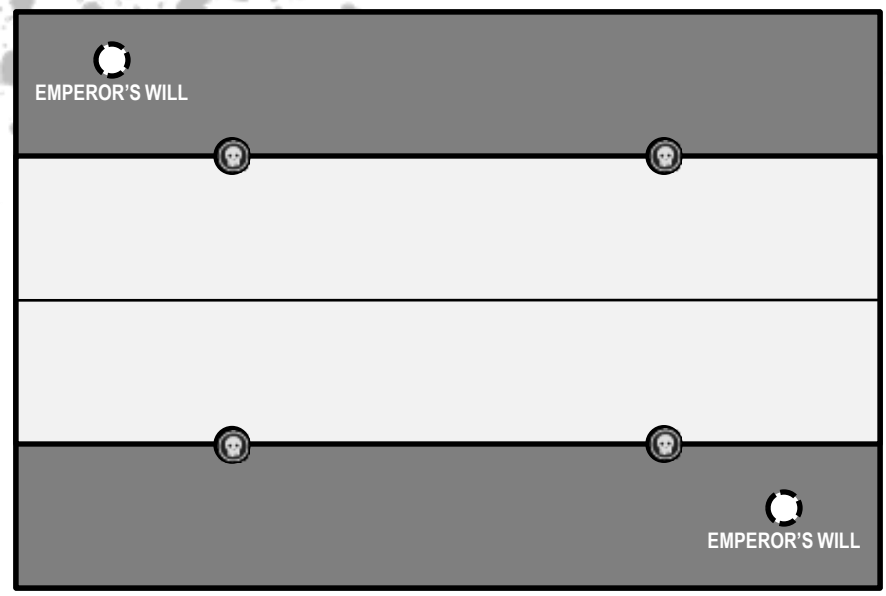
Tertiary Objective: The Gilded Panoply: Escalated Slay the Warlord.
4 Battle Points. If both warlords are slain this objective is a draw and players are awarded two Battle Points each.

Bonus Objectives:
First Blood (p133), **Slay the Warlord** (p133), **Line breaker** (p133).

NAME:					TABLE:	NAME:			
PRIMARY	SECONDARY	TERTIARY	BONUS	TOTAL		PRIMARY	SECONDARY	TERTIARY	BONUS	TOTAL

MISSION FIVE: THE FIRST LIGHT

ONLY THE TRULY DIVINE DENY THEIR DIVINITY. THE SHEPHERD OF MANKIND IS NO DIFFERENT. STEM THE WARPTIDE AND LET IN THE FIRST LIGHT OF DAWN. A NEW DAY IS HERE.SATED.



DEPLOYMENT:

Dawn of War

MISSION SPECIAL RULES:

Maelstrom of War
Night Fighting (p135)
Reserves (p135)
Variable Game Length (p133)

OBJECTIVE PLACEMENT:

Place 4 Maelstrom Objectives in the center of each table quarter and number them 1-4.
Players place one Emperor's Will Objective in their deployment zone.
All objectives must be at least 3 inches from any table edge and/or any other objective.

Primary Objective: Maelstrom of War

At the start of each player turn the player will roll two d6 to select two different Tactical Objectives from the chart below. Completing a Maelstrom task earns 1 Objective Point. Objective points are scored at the END of each player turn. The player with the most Objective Points at the end of the game will be awarded 18 Battle Points, 9 if tied.

1 – Control Maelstrom Objective 1 OR Destroy a building, vehicle, or monstrous creature.
2 – Control Maelstrom Objective 2 OR Destroy one of your opponent's non-Independent Character Units
3 – Control Maelstrom Objective 3 OR Destroy one of your opponent's Independent Characters
4 – Control Maelstrom Objective 4 OR Issue a Challenge
5 – Control Your Emperor's Will Objective OR Have a unit in your opponent's Deployment Zone
6 – Control Your Opponent's Emperor's Will Objective OR Control the center of the table by having a unit within 3" of that point.

Secondary Objective: The Imperial Creed: Kill Points.

The player with the most kill points at the end of the game is awarded 8 Battle Points, 4 if tied.

Tertiary Objective: Join the Fray

Have no units in your deployment zone. If both players have no units in their own deployment zone the result is a tie. 4 Battle Points for a win. 2 Battle Points for a tie.

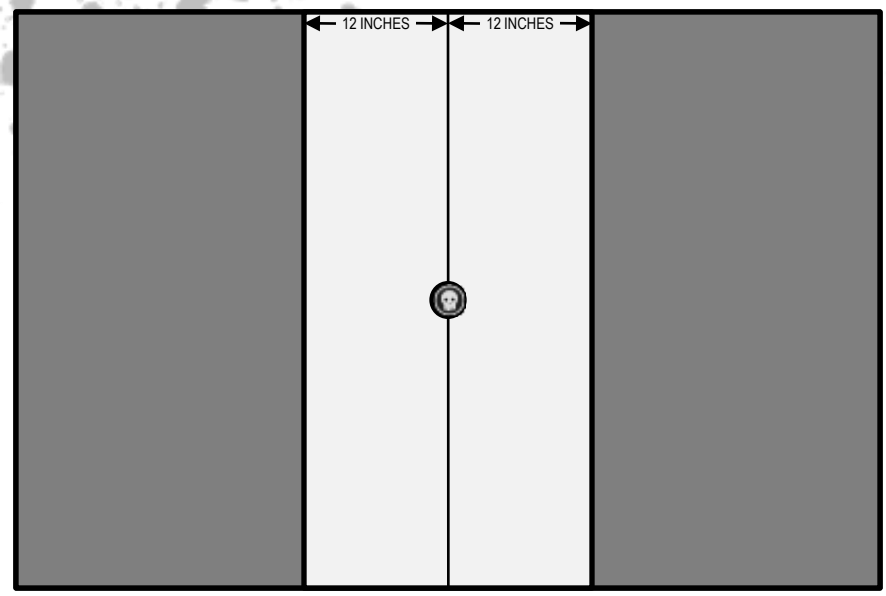
Bonus Objectives:

First Blood (p133), **Slay the Warlord** (p133), **Line breaker** (p133).

NAME:					TABLE:	NAME:			
PRIMARY	SECONDARY	TERTIARY	BONUS	TOTAL		PRIMARY	SECONDARY	TERTIARY	BONUS	TOTAL

MISSION SIX: YOU LACK DISCIPLINE

ALEA IACTA EST – "THE DIE IS CAST"



DEPLOYMENT:
Hammer and Anvil

MISSION SPECIAL RULES:
Night Fighting (p135)
Reserves (p135)
Variable Game Length (p133)
The Relic (p147)

OBJECTIVE PLACEMENT:
The tertiary objective in this mission is The Relic. It is placed in the center of the table before the game begins.

Primary Objective: Decimation: Modified Kill Points.
Players earn one kill point per enemy unit eliminated. If a player eliminates a complete Detachment then that player earns two kill points per unit in that detachment instead of the normal one.

If a player is playing with a single detachment or Unbound, each troop unit destroyed is worth 1 Kill Point, and each other unit is worth 2 Kill Points.

Whoever has the most kill points at the end of the game wins this objective. 18 battle points for a win, 9 for a draw.

Secondary Objective: The Stone and The Club.
Have more units in your enemy's deployment zone than they have in yours. 8 points for a win, 4 points for a draw.

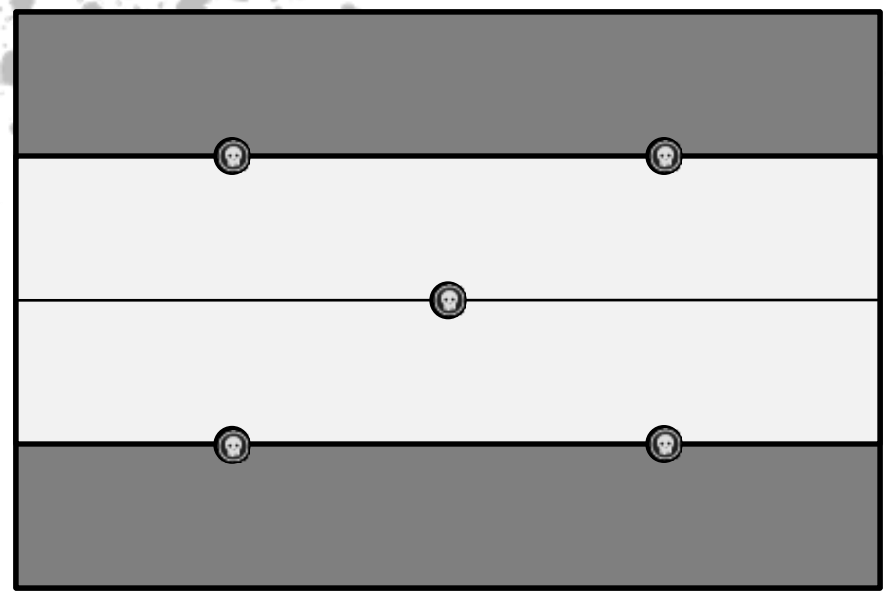
Tertiary Objective: Barley (Modified Relic): Barley is good but it's not wheat.
Control of the Barley is worth 4 points at the end of the game. There are no draws. If no one controls the Barley then neither player scores points.

Bonus Objectives:
First Blood (p133), **Slay the Warlord** (p133), **Line breaker** (p133).

NAME:					TABLE:	NAME:				
PRIMARY	SECONDARY	TERTIARY	BONUS	TOTAL		PRIMARY	SECONDARY	TERTIARY	BONUS	TOTAL

MISSION SEVEN: ZANGIEF VS. T. HAWK... FIGHT!

"IF YOU LISTEN, YOU CAN HEAR THE SOUND OF VICTORY." OR "NEXT TIME WE MEET, I'M GONNA BREAK YOUR ARMS."



DEPLOYMENT:
Dawn of War

MISSION SPECIAL RULES:
Night Fighting (p135)
Reserves (p135)
Play to SIX turns or time!!!

OBJECTIVE PLACEMENT:
Place one Objective at the center of each table quarter.
Place one Objective in the center of the table

MISSION OBJECTIVE: This is Going to Hurt

The player with the most Objective Points at the end of the game wins.
Each turn consult the list below. Objective Points are scored at the END of each player turn.

Turn 1: You must control any objective. You must also destroy at least one enemy unit in YOUR player turn. If you satisfy both conditions you score 1 Objective Point.

Turn 2: You must control the center objective. If you do this, you score 1 Objective Point.

Turn 3: You must control an objective on your opponents half of the table. You must destroy at least one enemy unit in YOUR player turn. If you satisfy both conditions you score 1 Objective Point.

Turn 4: You must control an objective on your opponent's half of the table. You must also control an objective on your half of the table. If you satisfy both conditions you score 2 Objective Points.

Turn 5: You must control one objective anywhere on the table. You must also destroy an enemy unit in the assault phase. If you satisfy both conditions you score 2 Objective Points.

Turn 6: You must destroy an enemy unit in the shooting phase. You must also control the center objective. If you satisfy both conditions you score 2 Objective Points.

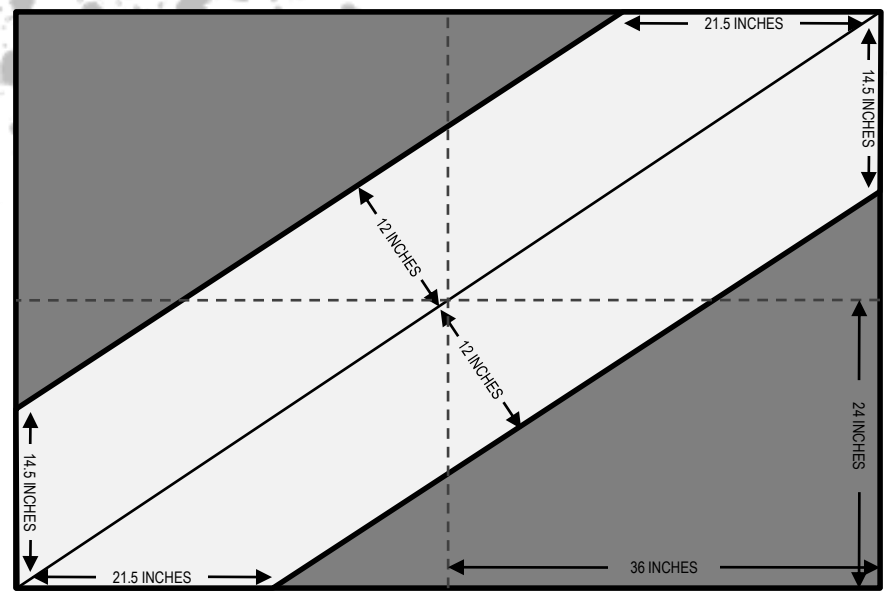
TIE BREAKERS: FINISH HIM!

In the event the mission is a tie. Determine victory by using **First Blood** (p133), **Slay the Warlord** (p133), **Line breaker** (p133). Each of these is worth one Objective Point ONLY in the event of a tie.

NAME:					TABLE:	NAME:			
PRIMARY	SECONDARY	TERTIARY	BONUS	TOTAL		PRIMARY	SECONDARY	TERTIARY	BONUS	TOTAL

MISSION EIGHT: BLUE STEEL

"NOW THIS WILL BE A STRAIGHT WALK- OFF, OLD SCHOOL RULES."



DEPLOYMENT:
Vanguard Strike

MISSION SPECIAL RULES:
Night Fighting (p135)
Reserves (p135)
Variable Game Length (p133)

TABLE QUARTERS:
Divide the table into 4 equal table quarters.

Mission Objective: Find the Prime Minister of Malaysia: Table Quarters

The player who scores the most objective points at the end of the game is the winner. Players score objective points at the end of each of their player turns.

The table quarter primarily within the player's deployment zone is worth no (0) Objective points.
The table quarter primarily within the opponents deployment zone is worth 2 Objective Points.
Each Neutral Quarter is worth 1 Objective Point.

Scoring:

Immobilized vehicles cannot score or contest.
Vehicles have no battlefield role (does not gain objective secure).
Units embarked in transports do not score for this mission.
Swooping flying monstrous creatures & zooming flyers do not score.
A unit may only score or contest a table quarter if it is wholly within that quarter.

This is a Progressive Scoring mission. Scoring begins turn 2. Control of each table quarter is determined by the amount of units wholly with the quarter. Objective Secured units count as 2 units for the purposes of determining control.

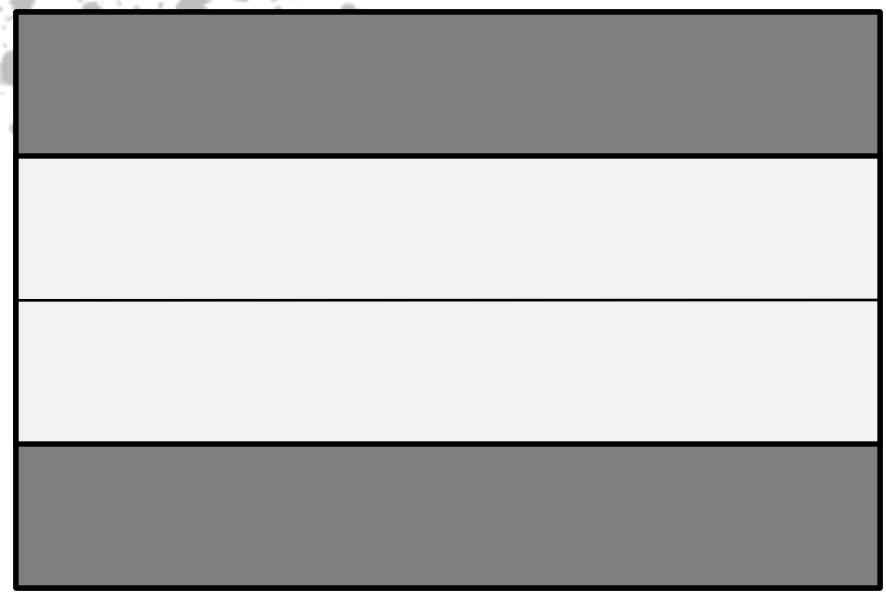
TIE BREAKERS: RELAX!

In the event the mission is a tie. Determine victory by using **First Blood** (p133), **Slay the Warlord** (p133), **Line breaker** (p133). Each of these is worth one Objective Point ONLY in the event of a tie.

NAME:					TABLE:	NAME:				
PRIMARY	SECONDARY	TERTIARY	BONUS	TOTAL		PRIMARY	SECONDARY	TERTIARY	BONUS	TOTAL

MISSION NINE: QUALITY CONTROL

"IT IS NOT NECESSARY TO CHANGE. SURVIVAL IS NOT MANDATORY."



DEPLOYMENT:
Dawn of War

MISSION SPECIAL RULES:
Night Fighting (p135)
Reserves (p135)
Variable Game Length (p133)

OBJECTIVE PLACEMENT:
See Game Notes for placement of the 3 Seize Ground Objectives and the 2 Emperor's Will Objectives

Game Notes:
The 3 Seize Ground Objectives are placed BEFORE sides are chosen. Roll off to see which player places the first Seize Ground Objective and then players alternate placement. Seize Ground Objectives must be at least 12 inches away from each other.

The 2 Emperor's Will Objectives (one per player) are placed after determining deployment zones during deployment. These objectives must be placed wholly within the players deployment zone. Emperor's Will Objectives must be at least 6 inches away from any other Objective.

Mission Objective:
The Player with the most objective points wins the game Scoring is done at the end of the game. These objectives are NOT scored at the end of each player turn.

Seize Ground (3x): Controlling awards 2 Objective Points. Contested are worth 1 Objective Point.
Emperor's Will (2x): Controlling awards 2 Objective Points. Contested are worth 1 Objective Point.
Kill Points: Player with the most earns 2 Objective Points. If tied for Kill Points, each player earns 1 additional Objective Point.
Additional Scoring: First Turn Blood, Slay the Warlord and Line Breaker are worth 1 Objective Point Each.

TIE BREAKERS:
If both players are tied for Objective Points, the player with the most Victory Points wins. Victory Points are determined by totaling the cost of each destroyed unit. **Secondary Tiebreaker** – standard regulation arm wrestling.

NAME:					TABLE:	NAME:			
PRIMARY	SECONDARY	TERTIARY	BONUS	TOTAL		PRIMARY	SECONDARY	TERTIARY	BONUS	TOTAL

NAME:					TABLE:	NAME:			
PRIMARY	SECONDARY	TERTIARY	BONUS	TOTAL		PRIMARY	SECONDARY	TERTIARY	BONUS	TOTAL

NAME:					TABLE:	NAME:			
PRIMARY	SECONDARY	TERTIARY	BONUS	TOTAL		PRIMARY	SECONDARY	TERTIARY	BONUS	TOTAL

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NAME:					TABLE:	NAME:			
PRIMARY	SECONDARY	TERTIARY	BONUS	TOTAL		PRIMARY	SECONDARY	TERTIARY	BONUS	TOTAL

NAME:					TABLE:	NAME:			
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NAME:					TABLE:	NAME:			
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NAME:					TABLE:	NAME:			
PRIMARY	SECONDARY	TERTIARY	BONUS	TOTAL		PRIMARY	SECONDARY	TERTIARY	BONUS	TOTAL