

Missions Catalog



First to the Fray

A small detachments on reconicens quickly finds competition from an enemy and calls in for back up.

THE BATTLEFIELD

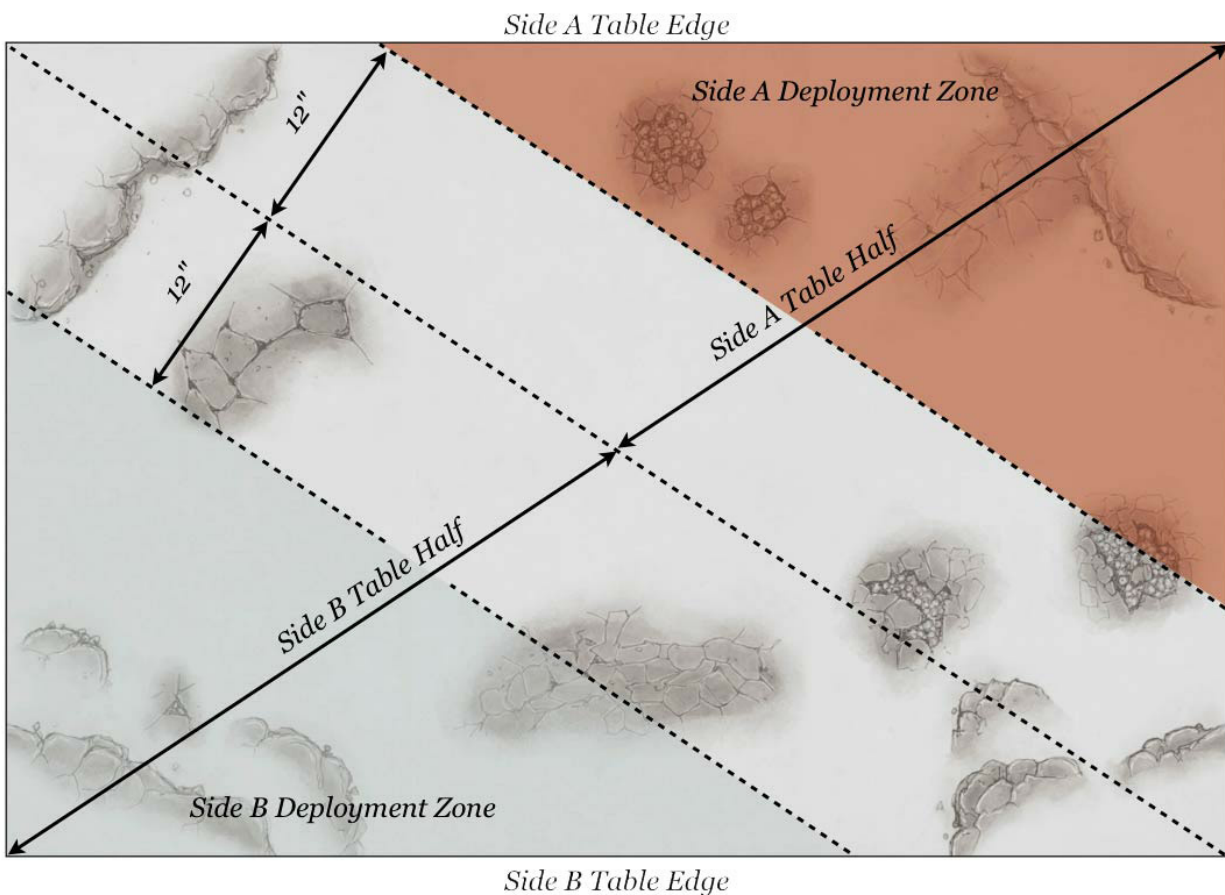
Use the standard Preparing for Battle, Random Deployment Zones, and roll off to determine table halves and deployment.

OBJECTIVE MARKERS

After terrain has been set up, but before determining deployment map and table halves, the players must place 6 Objective Markers that are individually numbered 1 through 6 on the battlefield, using the rules for Placing Objective Markers.

DEPLOYMENT

Each Player may deploy up to 1 HQ Unit, 2 Troops Units ,1 Elite Unit, 1 Fast Attack Unit and 1 Heavy support Unit during the their deployment phase all other units in their army must be placed into reserves. (Vanguard Strike)



FIRST TURN

The player that set up first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative.

TACTICAL OBJECTIVES

Each player generates 3 Tactical Objectives at the start of their first turn.

GAME LENGTH

This mission uses variable game lengths or The game ends when one player gains 15 Victory Points.

VICTORY CONDITIONS

At the end of the game, the player with 15 victory points is the winner.

PRIMARY OBJECTIVE

Achieve as many Tactical Objectives as possible. If, at the start of a player's turn, the player has fewer than 3 Active Tactical Objectives, he must generate objectives until the player has 3 new Tactical Objective.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood, Line Breaker

MISSION SPECIAL RULES

Night Fighting, Tactical Objectives

Over Kill

THE BATTLEFIELD

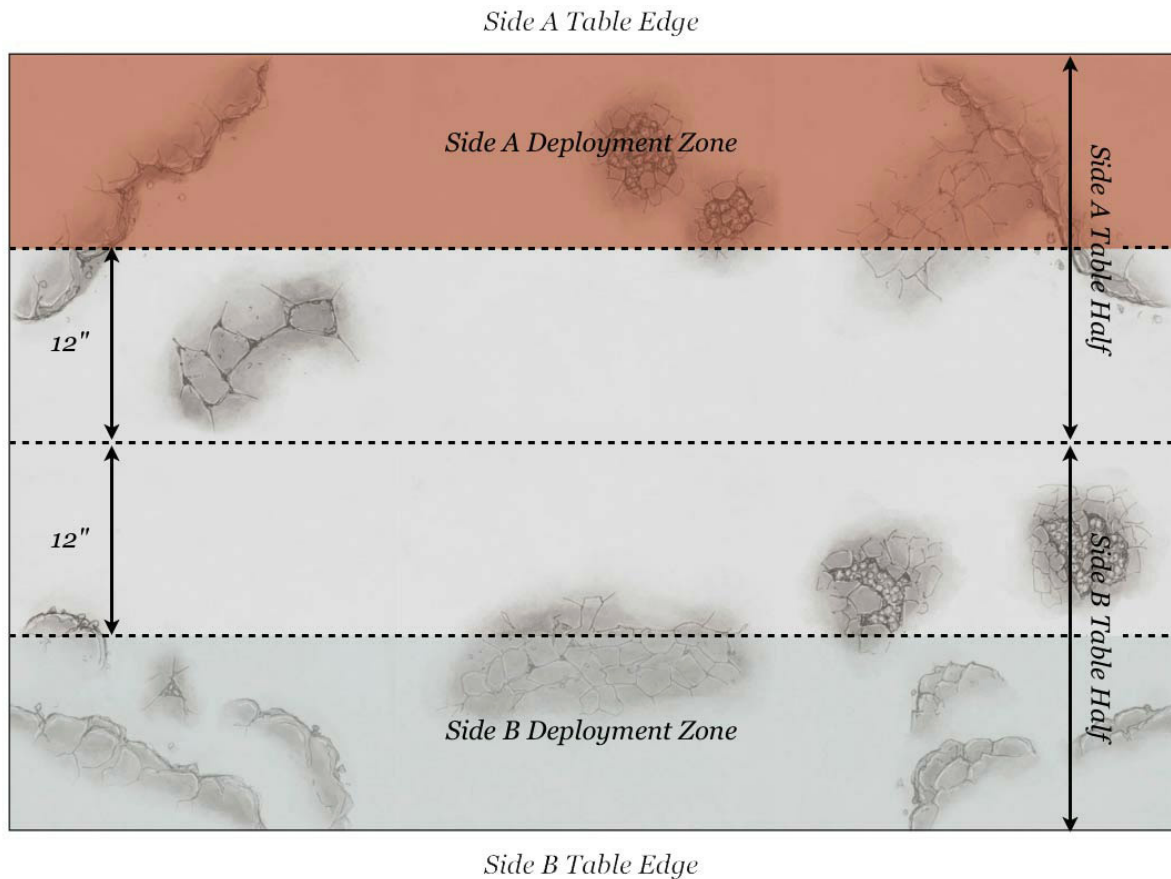
Use the standard Preparing for Battle, Random Deployment Zones, and roll off to determine table halves and deployment.

OBJECTIVE MARKERS

After terrain has been set up, but before determining deployment map and table halves, the players must place 6 Objective Markers that are individually numbered 1 through 6 on the battlefield, using the rules for Placing Objective Markers.

DEPLOYMENT

Dawn of War



FIRST TURN

The player that set up first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative.

TACTICAL OBJECTIVES

Each player Generates 3 tactical objectives on there first turn, From then on a player will generate additional objectives equal to the game turn plus the number of enemy units that were removed from the game during their previous player turn. If a player has fewer than 2 active tactical objective after their second player turn when they generate their objectives they will only generate objectives equal to the number of enemy units that were removed from the game in there last player turn.

GAME LENGTH

This mission uses variable game lengths

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner.

PRIMARY OBJECTIVES

Achieve as many Tactical Objectives as possible.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood, Line Breaker

MISSION SPECIAL RULES

Night Fighting,Tactical Objectives

Siege Warfare

THE BATTLEFIELD

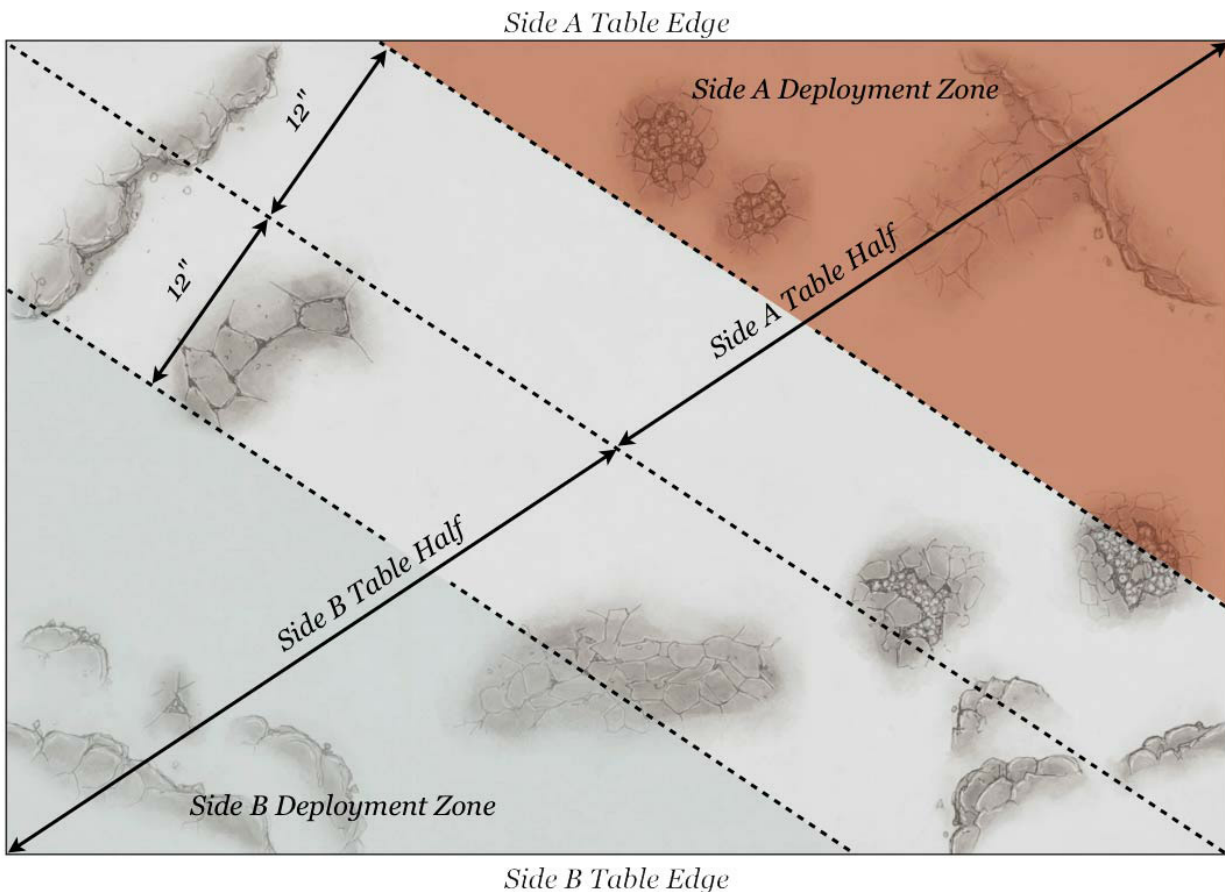
Use the standard Preparing for Battle, Random Deployment Zones, and roll off to determine table halves and deployment.

OBJECTIVE MARKERS

After terrain has been set up, but before determining deployment map and table halves, the players must place 6 Objective Markers that are individually numbered 1 through 6 on the battlefield, using the rules for Placing Objective Markers.

DEPLOYMENT

the player that chooses to deploy first is the defender the player that deploys second is the attacker. The attacking player may only deploy 50% of units in the players army on first turn rounding up the rest are placed into on going reserves.(Vanguard Strike)



FIRST TURN

The player that is the attacking player gets first turn and the defending player may attempt to seize the initiative.

GAME LENGTH

This mission uses variable game lengths

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner.

PRIMARY OBJECTIVES

Achieve as many Tactical Objectives as possible.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood

Hold the line

at the end of the game none of the attacking players units are in the defending players deployment zone then the defending player will score an additional 6 Victory points.

Attack

At the end of the game if the attacking player has at least 2 unit within 12 inches of the defending players board edge that is in the defending players deployment zone then they score an additional 6 victory points

MISSION SPECIAL RULES

Night Fighting, Tactical Objectives

Warpstorm

THE BATTLEFIELD

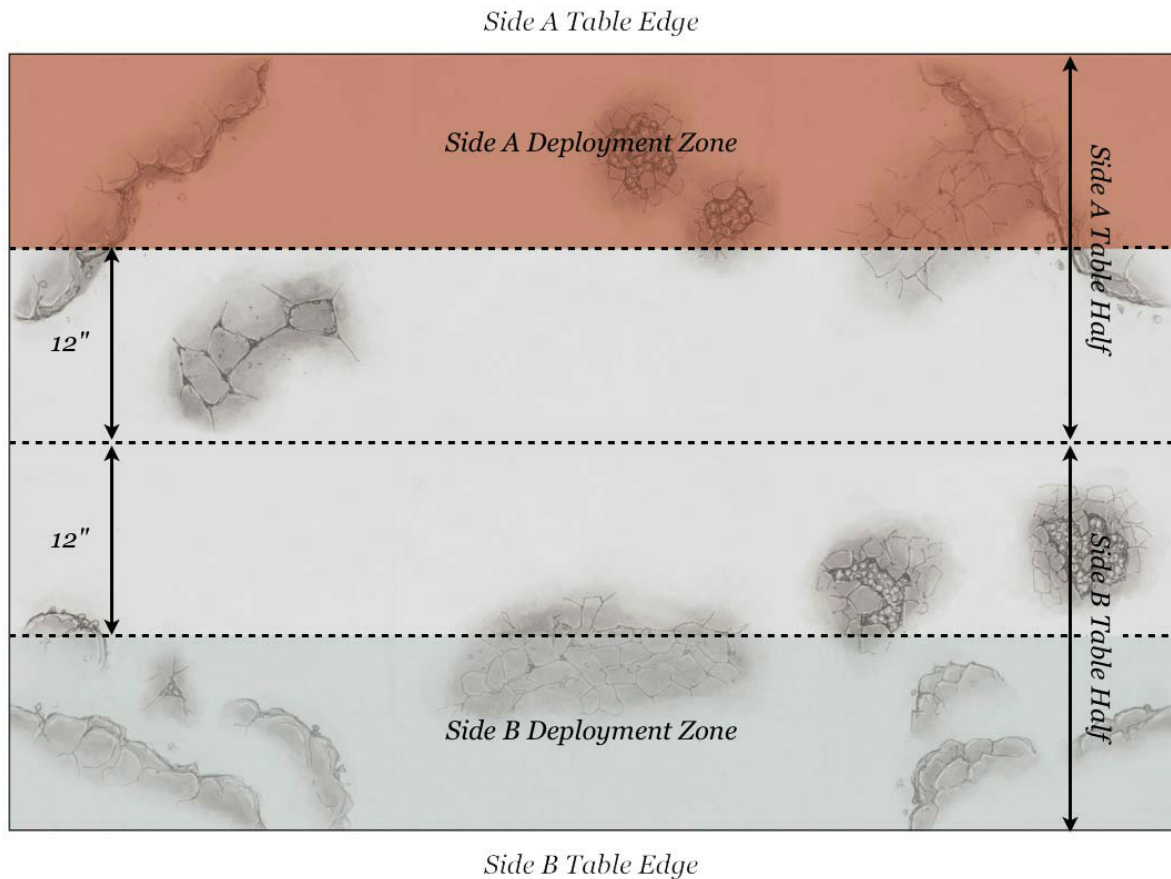
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OBJECTIVE MARKERS

After terrain has been set up, but before determining deployment map and table halves, the players must place 6 Objective Markers that are individually numbered 1 through 6 on the battlefield, using the rules for Placing Objective Markers.

DEPLOYMENT

(Dawn of War)



FIRST TURN

The player that set up first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative.

TACTICAL OBJECTIVES

Beginning of each players turn the player generates $d3+1$ objectives

GAME LENGTH

This mission uses variable game lengths

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner.

PRIMARY OBJECTIVES

Achieve as many Tactical Objectives as possible.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood, Line Breaker

MISSION SPECIAL RULES

Night Fighting, Tactical Objectives

Warp Lash

If at the end of the psychic phase a player has left over dice they lose that number of victory points (this is only applicable if there is a psychicer on the table)

Burn the witch

Each unit removed from the table with the Phycer, Brotherhood of psykers or brotherhood of sorceresses special rule count as 1 victory point.

Conquer and Control

THE BATTLEFIELD

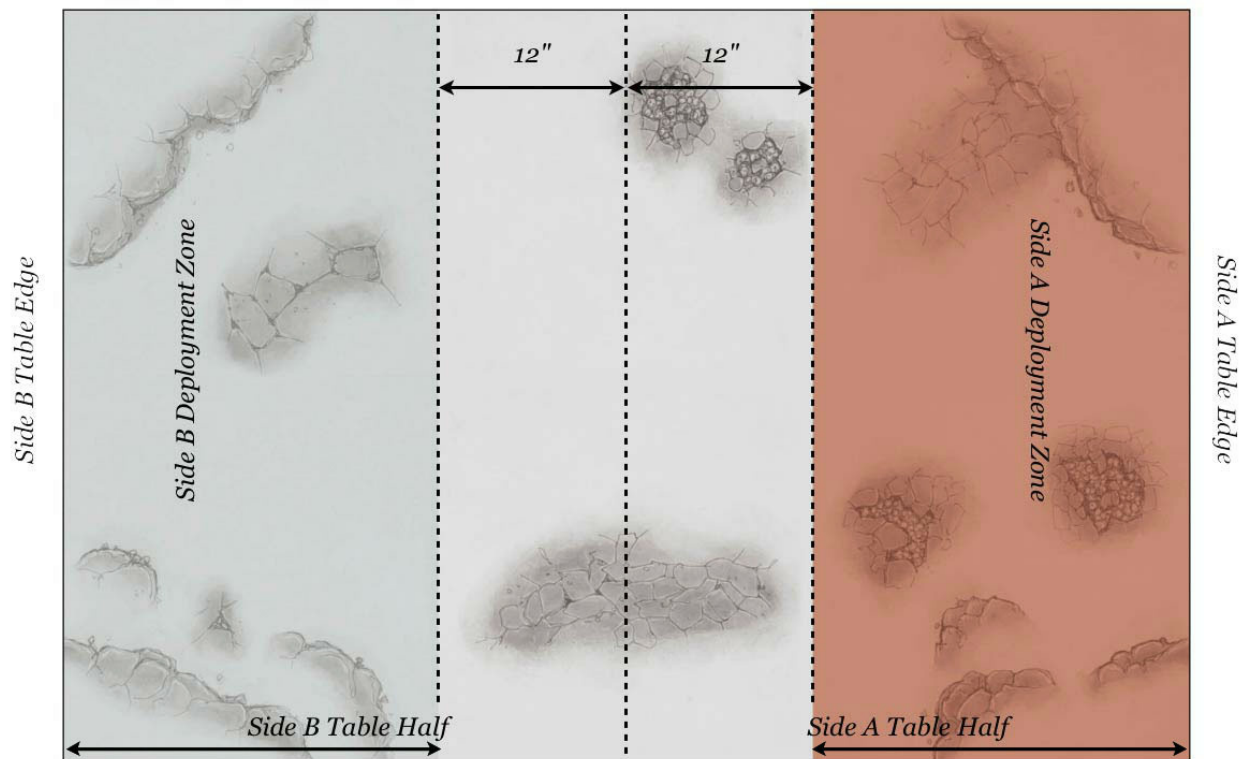
Use the standard Preparing for Battle, Random Deployment Zones, and roll off to determine table halves and deployment.

OBJECTIVE MARKERS

After terrain has been set up, but before determining deployment map and table halves, the players must place 6 Objective Markers that are individually numbered 1 through 6 on the battlefield, using the rules for Placing Objective Markers.

DEPLOYMENT

Hammer and Anvil



FIRST TURN

The player that set up first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to Seize the Initiative.

TACTICAL OBJECTIVES

Generate 3 tactical objectives at the start of your first turn and only generate 1 for each objective you hold any turn after your first.

GAME LENGTH

This mission uses variable game lengths

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner.

PRIMARY OBJECTIVES

Achieve as many Tactical Objectives as possible.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood, Line Breaker

MISSION SPECIAL RULES

Night Fighting, Tactical Objectives

order recall

Discard any tactical objective card that reads "Score 1 victory point if you control objective marker 'x.'"

Holding the High ground

score 1 victory point at the beginning of your turn (before objective cards are drawn) for each objective you control.

Left behind

Any fortification that does not have a unit embarked on or inside it cannot hold any objective.

Escape

THE BATTLEFIELD

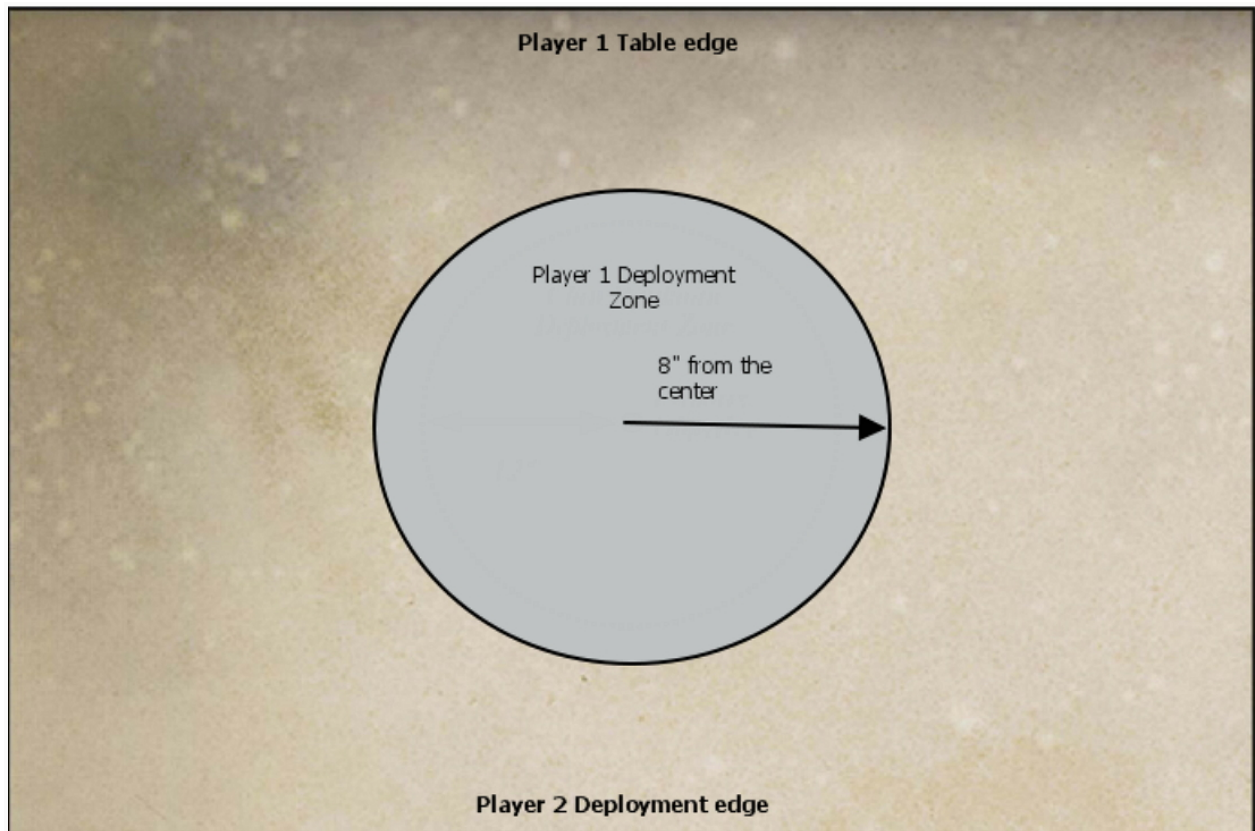
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OBJECTIVE MARKERS

After terrain has been set up, but before determining deployment map and table halves, the players must place 6 Objective Markers that are individually numbered 1 through 6 on the battlefield, using the rules for Placing Objective Markers.

DEPLOYMENT

The player that chooses to deploy first is player 1 the player that chooses to deploy second is player 2. Player 2 must deploy 12 inches from any enemy model in their deployment zone.



FIRST TURN

Player 1 Always goes first and player 2 may attempt to seize the initiative.

TACTICAL OBJECTIVES

Each player Generates tactical objective equal to the game turn. You may not have more tactical objective then the turn number

GAME LENGTH

This mission uses variable game lengths

VICTORY CONDITIONS

At the end of the game, the player with the most victory points is the winner.

PRIMARY OBJECTIVES

Achieve as many Tactical Objectives as possible.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood, Line Breaker

MISSION SPECIAL RULES

Night Fighting, Tactical Objectives

Keep them down

Player 2 gains 1 victory point for each enemy unit completely within player 1s deployment zone

Lets get out of here

Player 1 gaines 1 victory point for each unit completely within 6 inches of player 2s table edge