

## **Mission 1**

### Primary Objective

One Objective in the middle of the table, whoever controls the objective with a scouring unit within 3" of the objective for the most number of rounds wins the primary objective  
*Spearhead Deployment (page 93)*

### Bonus point (#1)

No Quarter Gained – Control more table quarters than your opponent. Only scoring units can control a quarter, any unit may contest a quarter. A unit must be fully in a quarter to contest or control it.

### Bonus point (#2)

For killing an enemy HQ (limit of once per side)

## **Mission 2**

### Primary Objective

Annihilation (Kill points) – Page 91

*Deployment players may deploy up to two (2) fast or elite units and a HQ. First player may deploy up to 20" from their long board edge. Second player may deploy up to 24" in from their table edge but must stay **more than** 18" away from any enemy unit. All other units may enter the first round as described in Dawn of War deployment.*

### Bonus point (#1)

Breakthrough gain a battle point if you have more units (excluding dedicated transports) within 6" of your opponents table edge than your opponent.

### Bonus point (#2)

Moral Victory you gain a bonus battle point for taking out your opponent's most expensive (point value) unit.

## **Mission 3**

### Primary Objective

Capture and Control (page 91) with the caveat that the objective must also be 4" away from any table edge.

*Pitch battle deployment (page 92)*

### Bonus point (#1)

Thinning the Herd – Bonus battle point for destroying or reducing below 50% the most number of units.

### Bonus point (#2)

Body guard – nominate one troop model to be a spy (make sure you can identify him/her). If that troop model survives the game gain a bonus battle point.