Mission 1
Primary Objective
Annihilation (Kill points) – Page 91
Deployment: Pitched Battle (Page 92)

Bonus point (#1)
If you have more troops (excluding dedicated transports) than your opponent at the end of the game.
Bonus point (#2)
Wounded Solder – Each player chooses two spare infantry models, and take turns deploying them one-at-a-time before deployment. The must be placed outside of the deployment zone 6" from a table edge and 12" from each other. During the game at the end of each player's turn move all 4 wounded solders randomly d6". Wounded Solders cannot be targeted in any way, They are treated as mobile objectives. The player who controls the most Wounded Solders at the end of the game claims this point.

Mission 2
Primary Objective
Git Da Shiny's – After deployment at the beginning of each player's first turn they will deep strike in three (3) objectives scattering them 2d6". Objectives may not be effected by war gear or any other means of effecting their deep strike. Whoever controls the most objectives at game end claims this primary objective. Objectives are impassable terrain.
Deployment: Dawn of War (page 93)

Bonus point (#1)
For destroying all of your opponents troops, excluding dedicated transports.
Bonus point (#2)
At All Cost – this point is claimed by the player who has destroyed the most number objectives. An objective is Armour Value 10 and is destroyed after suffering three glancing or penetrating hits. Do not roll on the table just keep track of the number of glancing or penetrating hits it has suffered.

Mission 3
Primary Objective
Capture and Control (page 91)
Deployment: Spearhead (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)
All or Nothing – Gain this point if you control both objectives.