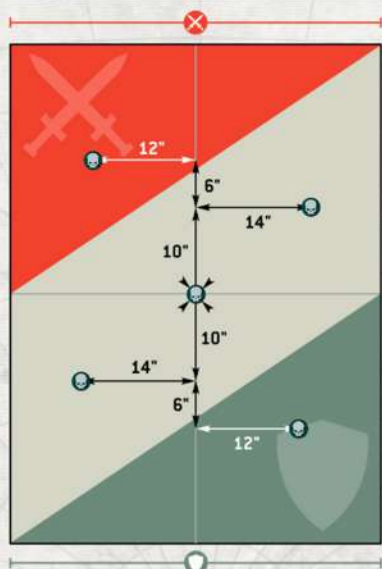
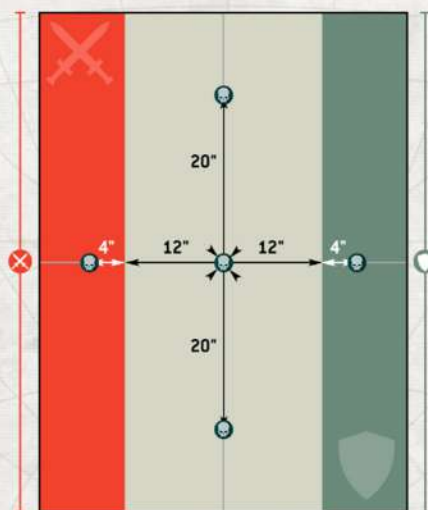




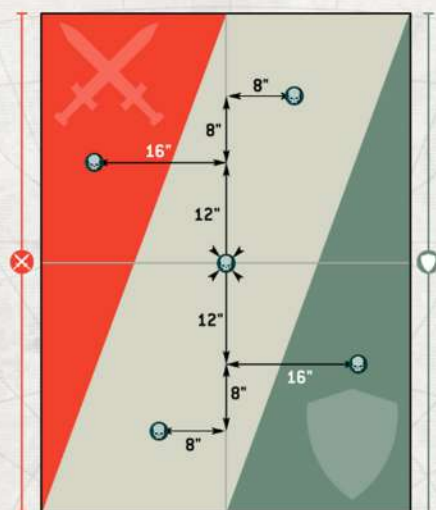
DEPLOYMENT CRUCIBLE OF BATTLE



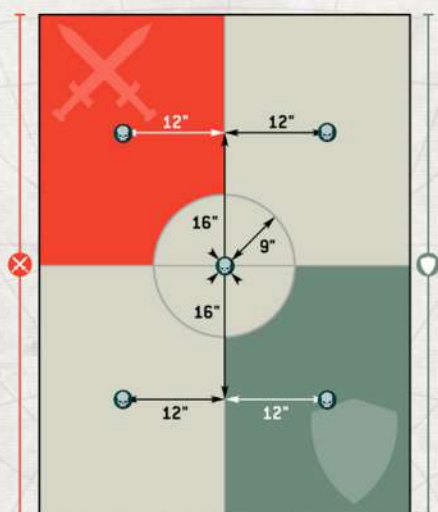
DEPLOYMENT DAWN OF WAR



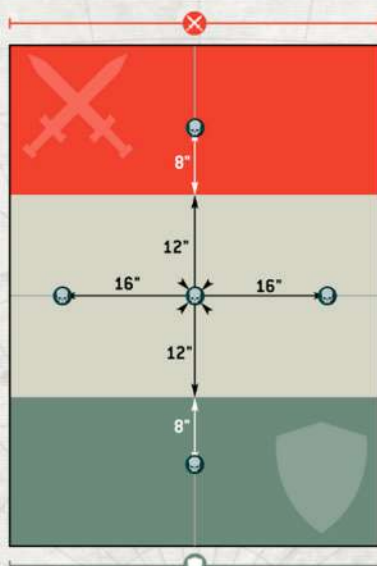
DEPLOYMENT SWEEPING ENGAGEMENT



DEPLOYMENT SEARCH AND DESTROY



DEPLOYMENT HAMMER AND ANVIL



PRIMARY MISSION TAKE AND HOLD

Several strategic locations have been identified in your vicinity. You are ordered to assault these positions, secure them and hold them at any cost.

In the second, third and fourth battle rounds:

At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control (up to 15VP per turn).

In the fifth battle round:

- The player who has the first turn scores VP as described above.
- The player who has the second turn scores VP as described above, but does so at the end of their turn instead of at the end of their Command phase.





PRIMARY MISSION SCORCHED EARTH

What cannot be secured must be burned to ash.

From the second battle round, in each player's Shooting phase, the player whose turn it is can select one unit from their army that is not Battle-shocked and is eligible to shoot. Until the end of that turn, that unit is not eligible to shoot or declare a charge. At the start of its controlling player's next Command phase, if that unit is within 1" of an objective marker that the player whose turn it is controls, that objective marker is burned and removed from the battlefield.

In the second, third and fourth battle rounds:

At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control (up to 10VP per turn).

In the fifth battle round:

- The player who has the first turn scores VP as described above
- The player who has the second turn scores VP as described above, but does so at the end of their turn instead of at the end of their Command phase.

At the end of the battle:

Each player scores 5VP if one or more objective markers in No Man's Land were burned by a unit from their army, and 10VP if the objective marker in their opponent's deployment zone was burned.



PRIMARY MISSION PURGE THE FOE

Exterminate the enemy. Show them no mercy.

In the second, third and fourth battle rounds:

At the end of each Command phase, the player whose turn it is scores 4VP if they control one or more objective markers, and an extra 4VP if they control more objective markers than their opponent controls.

In the fifth battle round:

- The player who has the first turn scores VP as described above
- The player who has the second turn scores VP as described above, but does so at the end of their turn instead of at the end of their Command phase.

At the end of the battle:

At the end of the battle round, each player scores 4VP if one or more enemy units were destroyed that battle round, and an extra 4VP if more enemy units than friendly units were destroyed that battle round.

Note that a unit can, if it is returned to the battlefield for any reason, potentially contribute to this Primary Mission several times (assuming it is returned and subsequently destroyed several times over).



PRIMARY MISSION SITES OF POWER

There is great power for those bold enough to claim it.

The objective markers in No Man's Land are sites of power. At the end of each Command phase, the player whose turn it is empowers all sites of power that they control that have one or more CHARACTER models from their army within range; each site of power remains empowered by that player while one or more of their CHARACTER models remains within range of it.

In the second, third and fourth battle rounds:

At the end of each player's Command phase, the player whose turn it is scores VP as follows (up to 15VP per turn):

- 3VP for each objective marker they control.
- 3VP for each site of power that they have empowered.

Note that these are cumulative, so a player that controls one objective marker they have also empowered will score 6VP that turn.

In the fifth battle round:

- The player who has the first turn scores VP as described above.
- The player who has the second turn scores VP as described above, but does so at the end of their turn instead of at the end of their Command phase.



PRIMARY MISSION THE RITUAL

Bitter foes clash in a race to finish a ritual to either sanctify or corrupt the battlefield.

When setting up the battlefield, remove all objective markers in No Man's Land except the one closest to the centre of the battlefield.

In each player's Shooting phase, the player whose turn it is can select one unit from their army that is not Battle-shocked and is eligible to shoot. Until the end of that turn, that unit is not eligible to shoot or declare a charge. At the end of that turn, the player whose turn it is can set up one objective marker wholly within No Man's Land and within 1" of that unit provided it can be set up exactly 9" from one other objective marker and not within 6" of any other objective marker.

In the second, third and fourth battle rounds:

At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker in No Man's Land they control (up to 15VP per turn).

In the fifth battle round:

- The player who has the first turn scores VP as described above.
- The player who has the second turn scores VP as described above, but does so at the end of their turn instead of at the end of their Command phase.



PRIMARY MISSION PRIORITY TARGETS

The objectives in this area are vital to our war effort and securing them is your highest priority. Spare nothing in ensuring that they do not fall into enemy hands.

In the second, third and fourth battle rounds:

At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control (up to 10VP per turn).

At the end of the battle:

Each player scores 5VP for each objective marker they control (up to 15VP per player).



PRIMARY MISSION SUPPLY DROP

Supplies are inbound. Secure the drop coordinates.

At the start of the battle, players randomly select two different objective markers in No Man's Land: the first selected is the Alpha objective, the second selected is the Omega objective. At the start of the fourth battle round, the Alpha objective is removed from the battlefield. At the start of the fifth battle round, all objective markers in No Man's Land apart from the Omega objective are also removed.

In the second and third battle rounds:

At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control in No Man's Land.

In the fourth battle round:

At the end of each Command phase, the player whose turn it is scores 8VP for each objective marker they control in No Man's Land.

At the end of the battle:

- The player who has the first turn scores 15VP at the end of their Command phase if they control the objective marker in No Man's Land.
- The player who has the second turn scores 15VP at the end of their turn if they control the objective marker in No Man's Land.





PRIMARY MISSION DEPLOY SERVO-SKULLS

This area is littered with valuable relics. Secure these artefacts behind our front lines.

The objective markers that start the battle in No Man's Land are servo-skulls. At the end of each turn, each of these objective markers can be moved up to 6" in any direction by the player that controls it. When moving objective markers, they cannot end that move on top of any other objective marker or model, or inside impassable parts of terrain features (such as the walls of a ruin).

In the second, third, fourth and fifth battle rounds:

At the end of each turn, the player whose turn it is scores VP as follows:

- 2VP for each servo-skull that is wholly within 12" of their opponent's deployment zone.
- 5VP for each servo-skull that is wholly within 6" of their opponent's deployment zone.
- 8VP for each servo-skull that is wholly within their opponent's deployment zone.

Note that these conditions are not cumulative; if more than one applies, the player whose turn it is scores the applicable condition that carries the highest VP reward.



PRIMARY MISSION VITAL GROUND

The most vital ground in the region is in enemy hands.

If you draw this and the Hidden Supplies Mission Rule card, discard this card and draw a new Primary Mission card.

After setting up the battlefield, remove the objective marker in No Man's Land that is closest to the centre of the battlefield.

In the second, third and fourth battle rounds:

At the end of each Command phase, the player whose turn it is scores VP as follows:

- If they control the objective marker in their own deployment zone, they score 2VP
- For each objective marker in No Man's Land that they control, they score 5VP.
- If they control the objective marker in their opponent's deployment zone, they score 6VP.

In the fifth battle round:

- The player who has the first turn scores VP as described above.
- The player who has the second turn scores VP as described above, but does so at the end of their turn instead of at the end of their Command phase.



MISSION RULE CHOSEN BATTLEFIELD

Both sides have scouted the area extensively, pinpointing the exact location of vital sites.

In this mission, objective markers are not placed as shown on the Deployment card drawn. Instead, players roll off at the start of the Place Objective Markers step, then alternate setting up objective markers, one at a time, starting with the winner of the roll off.

One objective marker must be placed wholly within each deployment zone, and the remaining objective markers must be placed wholly within No Man's Land, as shown on the Deployment card drawn. Objective markers must be placed more than 6" away from any battlefield edge and more than 9" away from all other objective markers.

If for whatever reason it is not possible to set up an objective marker as described above, it is not placed on the battlefield.

If any rules require players to set up additional objective markers (e.g. Hidden Supplies) during the Place Objective Markers step, players set them up as described on this Mission Rule card.

If any rules instruct players to remove one or more objective markers, do so after setting them all up.



MISSION RULE CHILLING RAIN

Intense winds gust across the battlefield, whipping through the shattered remains of bombed ruins and heavy with the stench of death. Icy rain drenches and chills the warriors, only adding to their misery and discomfort.

In this mission, no additional mission rules apply.



MISSION RULE SWEEP AND CLEAR

Forces have been ordered to perform a firesweep of this battlefield, methodically cleansing strategic sites of enemies one at a time before moving on.

In this mission, if a player controls an objective marker at the end of their Command phase, that objective marker remains under their control, even if they have no models within range of it, unless their opponent controls it at the end of any subsequent Command phase.



MISSION RULE HIDDEN SUPPLIES

Reconnaissance units have uncovered a hidden cache of ammunition, fuel and rations in this war zone.

In this mission, players must set up one additional objective marker in No Man's Land.

Unless the Chosen Battlefield mission rule is also in effect, before setting up this new objective marker, players must first move the objective marker in the centre of the battlefield 6" directly towards one of the corners of the battlefield (if No Man's Land touches any of the corners of the battlefield, you must move the objective marker towards one of those corners). Players then set up the new objective marker 6" from the centre of the battlefield towards the diagonally opposite corner of the battlefield to the previously moved objective marker.





MISSION RULE MINEFIELDS

Buried ordnance and hidden booby traps litter this battlefield, posing a threat to all units that advance recklessly and without due care.

In this mission, each time an Advance roll of 6 is made for a unit, that unit suffers 1 mortal wound.



MISSION RULE TARGETS OF OPPORTUNITY

This battle zone is replete with tactical targets of opportunity, ideal for warlords who are eager for glory.

In this mission, if a player is using Tactical Missions, then each time that player determines which Secondary Mission cards are active for them, if they have fewer than 3 active Secondary Mission cards, that player draws from their Secondary Mission deck until they have 3 Secondary Mission cards.

In this mission, if a player is using Fixed Missions, then in addition to the 2 Fixed Mission cards, that player will also draw cards from their Secondary Mission deck during the battle. At the end of the Select Secondary Missions step, that player should retrieve their Secondary Mission deck, remove all the Fixed Mission cards that they did not select at the start of that step, then shuffle the remaining cards. Then, at the start of each of that player's Command phases, if that player has fewer than 3 active Secondary Mission cards (including their Fixed Mission cards), they draw from their Secondary Mission deck until they have 3 Secondary Mission cards. That player has access to the New Orders Stratagem, and can spend CP to use it after drawing their Secondary Mission cards if they wish (remember that Fixed Mission cards cannot be discarded for any reason).



MISSION RULE SCRAMBLER FIELDS

Scrambler fields and more esoteric devices have been activated in this area, restricting the use of advanced stealth and teleportation technologies.

In this mission:

- Players' units with the Infiltrators ability cannot be set up within range of an objective marker that is either in No Man's Land or their opponent's deployment zone.
- Players' units with the Scouts ability that make a move before the first turn begins cannot end that move within range of an objective marker that is either in No Man's Land or their opponent's deployment zone.
- If any rule is used to redeploy a unit, that rule cannot be used to set up that unit within range of an objective marker in No Man's Land.
- When a player's Reserves and Strategic Reserves units are set up on the battlefield, they cannot be set up within range of an objective marker that is either in No Man's Land or their opponent's deployment zone.



MISSION RULE DELAYED RESERVES

Enemy interceptors roam the skies, strafing and bombing any of our reinforcement units they discover. Our forces will inevitably be delayed as they attempt to dodge these vicious aerial patrols.

In this mission, until the start of the third battle round, each time a Reserves or Strategic Reserves unit wishes to arrive on the battlefield, the controlling player must make a Reserves roll for it. To do so, that player rolls one D6: on a 3+, that unit arrives on the battlefield; otherwise, the Reserves roll fails and that unit does not arrive this turn.



MISSION RULE MAELSTROM OF BATTLE

Little respite or sanctuary is available across the battlefields of the 41st Millennium.

In this mission, shuffle the remaining Mission Rule cards together before drawing 2 new Mission Rule cards.

If either of these new Mission Rule cards is Chilling Rain, discard that Mission Rule card and draw 2 additional new Mission Rule cards (for a total of 3 new Mission Rule cards).

Apply all the drawn Mission Rule cards to the battle.



MISSION RULE SUPPLY LINES

Enemy infiltrators are attempting to sabotage and disrupt your supply lines. Maintain vigilance to secure lines of communication and safeguard vital strategic resources.

In this mission, if a player controls the objective marker in their own deployment zone at the start of their Command phase, they roll one D6: on a 4+, that player gains 1CP.





MISSION RULE SECRET INTEL

Our spies and recon teams have reported back with secret intelligence, allowing us to better coordinate our next tactical move.

In this mission, in each player's Command phase, the first time that player draws Secondary Mission cards that phase, that player can draw one additional Secondary Mission card, and then discard one of their active Secondary Mission cards.



MISSION RULE VOX STATIC

Stellar flares, malicious scrapcode and electromagnetic energy restrict communications.

In this mission, the Command Re-roll Stratagem and New Orders Stratagem both cost 2CP to use.



SECONDARY MISSION – ATTACKER EXTEND BATTLE LINES

The battleground is won one yard at a time. Continue to establish a strong military presence in the area.

At the end of your turn, if you control one or more objective markers in your own deployment zone and you also control one or more objective markers in No Man's Land, this Secondary Mission is achieved and you score 5VP.

If you only have one unit remaining in your army, then this Secondary Mission is instead achieved at the end of your turn if that unit controls one objective marker in No Man's Land, but in this instance you score 2VP instead of 5VP.



SECONDARY MISSION – ATTACKER BEHIND ENEMY LINES

Break through the foe's army and cut off their lines of escape.

At the end of your turn, if two or more units from your army (excluding **AIRCRAFT**) are wholly within your opponent's deployment zone, this Secondary Mission is achieved and you score 4VP (or 5VP if you are using Tactical Missions).

If, at the end of your turn, only one unit from your army (excluding **AIRCRAFT**) is wholly within your opponent's deployment zone, then this Secondary Mission is still achieved, but in this instance you score 3VP instead of 4VP (or instead of 5VP).



SECONDARY MISSION – ATTACKER ASSASSINATION

The enemy look to their champions for courage. Identify and eliminate them with extreme prejudice.

If you are using Fixed Missions, then while this Secondary Mission is active, each time an enemy **CHARACTER** model is destroyed, you score 4VP.

If you are using Tactical Missions, then at the end of the turn, if either of the conditions below are satisfied, this Secondary Mission is achieved and you score 5VP:

- One or more enemy **CHARACTER** units were destroyed during this turn.
- All **CHARACTER** units from your opponent's Army Roster have been destroyed during the battle.

Note that if you are using Tactical Missions, this Secondary Mission is achieved even if such a unit was destroyed and then subsequently resurrected for any reason.



SECONDARY MISSION – ATTACKER BRING IT DOWN

The opposing army contains numerous heavily armoured units. Take any opportunity to bring them down.

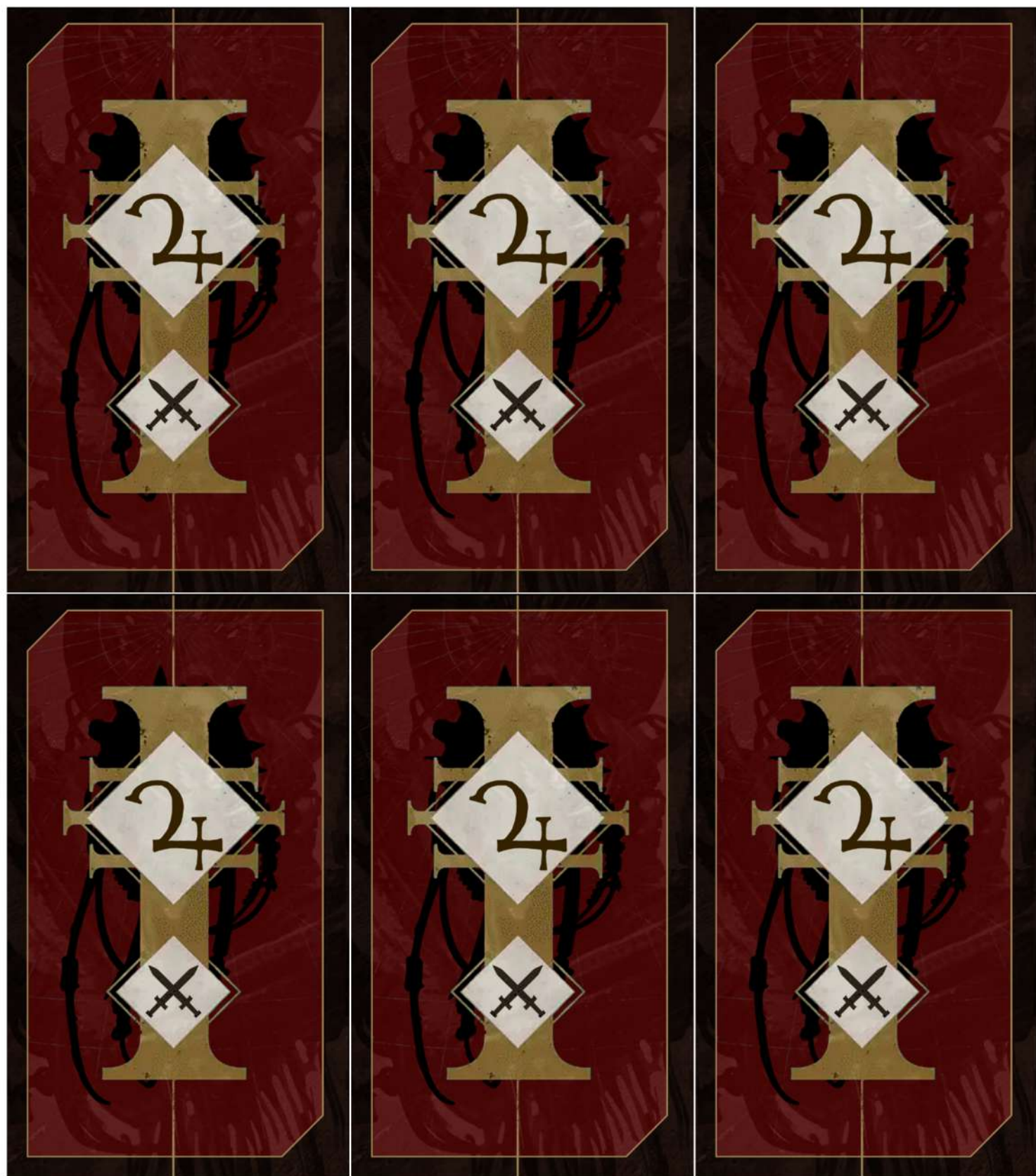
While this Secondary Mission is active, each time an enemy **MONSTER** or **VEHICLE** model is destroyed, you score 2VP and an extra 1VP for each of the conditions below that are satisfied (all are cumulative):

- The destroyed model had a Wounds characteristic of 10+.
- The destroyed model had a Wounds characteristic of 15+.
- The destroyed model had a Wounds characteristic of 20+.

Note that VP are scored even if such a model is destroyed and then subsequently resurrected for any reason. If you score any VP from this Secondary Mission during a turn, then at the end of that turn this Secondary Mission is achieved.

If you are using Tactical Missions, then when this Secondary Mission is achieved you score an extra 1VP. However, if you are using Tactical Missions, you cannot score more than 8VP in total from this Secondary Mission.





SECONDARY MISSION – ATTACKER ENGAGE ON ALL FRONTS

This area is of extreme importance. You are to lead an immediate all-out assault to capture it and deny it to our enemy for good.

At the end of your turn, if you have one or more qualifying units (see below) from your army wholly within three or more different table quarters, and those units are all more than 3" away from any other table quarter, this Secondary Mission is achieved and you score 4VP if you have qualifying units in four different table quarters, or 2VP if you have qualifying units in three different table quarters.

While a unit is Battle-shocked, it is not a qualifying unit.

If, when you draw this Secondary Mission card, you only have one or two qualifying units remaining in your army, you can discard this Secondary Mission card and draw a new Secondary Mission card.

If you are using Tactical Missions, then when this Secondary Mission is achieved you score an extra 1VP (for a maximum of 5VP).



SECONDARY MISSION – ATTACKER STORM HOSTILE OBJECTIVE

Dominate the field of battle. Storm every site of tactical import and leave the foe with no place to hide.

At the end of your turn, if either of the below conditions are satisfied, this Secondary Mission is achieved and you score 4VP if you are using Fixed Missions, or 5VP if you are using Tactical Missions:

- You control one or more objective markers that were controlled by your opponent at the start of your turn.
- Your opponent did not control any objective markers at the start of your turn and you control one or more objective markers that you did not control at the start of your turn.

This Secondary Mission cannot be achieved during the first battle round; if you randomly drew this Secondary Mission card during the first battle round, draw a new Secondary Mission card and shuffle this Secondary Mission card back into your Secondary Mission deck.



SECONDARY MISSION – ATTACKER CLEANSE

The objectives in this area have been tainted and must be cleansed with ritual and purifying flame.

In your Shooting phase, you can select one or more units from your army that are not Battle-shocked and are eligible to shoot. Until the end of your turn, the units you selected are not eligible to shoot or declare a charge.

At the end of your turn, each objective marker that is not within your deployment zone that you control that has one or more of these selected units within range is cleansed by your army.

If one or more objective markers are cleansed by your army this turn, this Secondary Mission is achieved and you score a number of VP depending on the number of objective markers cleansed by your army this turn, as follows:

- 1 objective marker cleansed = 2VP if you are using Fixed Missions, or 3VP if you are using Tactical Missions.
- 2 or more objective markers cleansed = 4VP if you are using Fixed Missions, or 5VP if you are using Tactical Missions



SECONDARY MISSION – ATTACKER DEPLOY TELEPORT HOMER

An allied fleet approaches ready to launch a full-scale invasion of this planet. If our vanguard forces deploy a series of teleport homers and landing beacons deep within enemy territory, troops aboard our ships will be able to launch a deadly surprise assault from orbit.

In your Shooting phase, you can select one unit from your army that is not Battle-shocked and is eligible to shoot. Until the end of your turn, that unit is not eligible to shoot or declare a charge.

At the end of your turn, if that unit is within your opponent's deployment zone, or within 6" of the centre of the battlefield, it deploys a teleport homer at that location, this Secondary Mission is achieved and you score a number of VP depending on where the teleport homer was deployed, as follows:

- Centre of battlefield = 3VP.
- Opponent's deployment zone = 4VP if you are using Fixed Missions, or 5VP if you are using Tactical Missions.



SECONDARY MISSION – ATTACKER INVESTIGATE SIGNALS

Our fleet has received a mysterious signal in this war zone, and its source has been identified as originating somewhere in the vicinity of this battlefield. Locate and secure it without delay.

In your Shooting phase, you can select one or more units from your army that are not Battle-shocked and are eligible to shoot. Until the end of your turn, the units you selected are not eligible to shoot or declare a charge.

At the end of your turn, each corner of the battlefield that has one or more of these selected units wholly within 9" of it is scanned by your army.

If one or more corners are scanned by your army, this Secondary Mission is achieved and you score 2VP for each corner scanned by your army this turn.



SECONDARY MISSION – ATTACKER NO PRISONERS

Exterminate your enemies.

While this Secondary Mission is active, each time an enemy unit is destroyed, you score 2VP (to a maximum of 5VP).

Note that VP are scored even if such a unit is destroyed and then subsequently resurrected for any reason. If you score any VP from this Secondary Mission during a turn, then at the end of that turn this Secondary Mission is achieved.





SECONDARY MISSION – ATTACKER DEFEND STRONGHOLD

You are charged with the defence of a key objective. It must not be permitted to fall into enemy hands.

At the end of your opponent's turn, or at the end of the battle (whichever comes first), if you control one or more objective markers in your own deployment zone, this Secondary Mission is achieved and you score 3VP.

This Secondary Mission cannot be achieved during the first battle round; if you draw this Secondary Mission card during the first battle round, draw a new Secondary Mission card and shuffle this Secondary Mission card back into your Secondary Mission deck.



SECONDARY MISSION – ATTACKER OVERWHELMING FORCE

Scour the enemy from the face of the battlefield.

While this Secondary Mission is active, each time an enemy unit that started the turn within range of an objective marker is destroyed, you score 3VP (to a maximum of 5VP).

Note that VP are scored even if such a unit is destroyed and then subsequently resurrected for any reason. If you score any VP from this Secondary Mission during a turn, then at the end of that turn this Secondary Mission is achieved.



SECONDARY MISSION – ATTACKER SECURE NO MAN'S LAND

You must advance swiftly into no man's land and seize it before the enemy can, lest they take control of the entire battlefield.

At the end of your turn, if you control two or more objective markers in No Man's Land, this Secondary Mission is achieved and you score 5VP.

If, at the end of your turn, you only control one objective marker in No Man's Land, this Secondary Mission is still achieved, but in this instance you score 2VP instead of 5VP.



SECONDARY MISSION – ATTACKER AREA DENIAL

It is critical that this area is dominated. No enemy vanguard or guerrilla units can be allowed to disrupt our plans.

At the end of your turn, if one or more units from your army (excluding Battle-shocked units) are wholly within 6" of the centre of the battlefield, and there are no enemy units wholly within 6" of the centre of the battlefield, this Secondary Mission is achieved and you score 5VP.

If, at the end of your turn, there are one or more enemy units wholly within 6" of the centre of the battlefield, but there are no enemy units within 3" of the centre of the battlefield, then this Secondary Mission is still achieved, but in this instance you score 3VP instead of 5VP.



SECONDARY MISSION – ATTACKER A TEMPTING TARGET

An opportunity to seize a valuable asset has been identified, but the enemy are likely to use it as bait in a trap. Move to secure the site, but be wary of enemy ambushes.

When this Secondary Mission card is drawn, your opponent must select one objective marker in No Man's Land.

At the end of your turn, if you control that selected objective marker, this Secondary Mission is achieved and you score 5VP.



SECONDARY MISSION – ATTACKER CAPTURE ENEMY OUTPOST

A vital objective has been identified in your vicinity, but it is currently held by the enemy. You are ordered to capture it at any cost.

At the end of your turn, if you control one or more objective markers in your opponent's deployment zone, this Secondary Mission is achieved and you score 8VP.

