

CLEANSE

OVERVIEW

Both sides are attempting to sweep the area clean of opposing troops. Roving forces are on the lookout to seek and destroy any enemy forces.

MISSION OBJECTIVES

Both forces are seeking to clear the enemy from the area and must table quarters. The table is divided into four areas formed by drawing horizontal and vertical lines through the center point. Thus, a 4' x 6' table would have four 2' x 3' quarters.

You control a table quarters when there are NO scoring enemy units and at least one scoring unit of your own in the quarter. A unit can occupy only one table quarter – if it is spread over more than one quarter, roll randomly to determine which it is in.

Use normal Victory Points rules found on p. 86 of the Warhammer 40,000 rulebook.

LINE OF RETREAT

Forces that are forced to flee must move toward their nearest deployment table edge.

WHO GOES FIRST?

Players roll a number of dice equal to their Strategy Rating. The player with the highest single die roll may elect to go first or second.

GAME LENGTH

The game lasts 6 turns or until time is called.

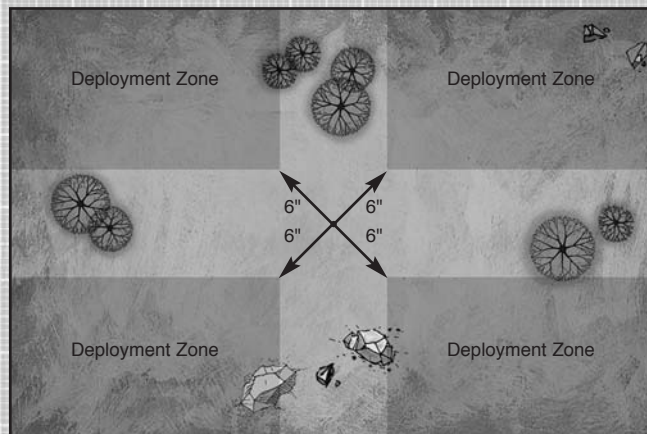
DEPLOYMENT

ZONES

Divide the board into four quarters. Both players roll a die. The higher-scoring player may pick a quarter to deploy in. The other player's Deployment Zone is the opposite quarter.

DEPLOY

Starting with the player that scored lowest, players take it in turns to deploy one unit at a time until both armies are fully deployed. Units are deployed in the following order: Heavy Support, Troops, Elites, HQ, Fast Attack. No unit can be deployed within 18" of the enemy or within 6" of the center of the table at the start of the game.



SPECIAL RULES

ALPHA

Victory Points

GAMMA

Infiltrate, Deep Strike, Dusk & Dawn, Victory Points

OMEGA

Escalation, Concealment, Deep Strike, Dusk & Dawn, Infiltrate, Random Game Length, Victory Points

VP TABLE

To determine the outcome, calculate the difference in VPs and consult the table below.

VICTORY POINTS	RESULT
0–200	Draw
201–1000	Solid Victory
1001–1600	Crushing Victory
1601+	Victorious Slaughter



SCOUTING ENGAGEMENT

OVERVIEW

Both sides are searching for enemy forces and probing through the alien landscape for a sign. When they find each other, it doesn't take long for the rest of the army to attack. That's when things get messy.

MISSION OBJECTIVES

Crush your enemy and control the board. The player who controls more table quarters by the end of the game receives 200 Victory Points in addition to Victory Points earned per the rules found on p. 86 of the Warhammer 40,000 rulebook.

LINE OF RETREAT

Forces that are forced to flee must move toward their nearest deployment table edge.

WHO GOES FIRST?

Players roll a number of dice equal to their Strategy Rating. The player with the highest single die roll may elect to go first or second.

GAME LENGTH

The game lasts 6 turns or until time is called.

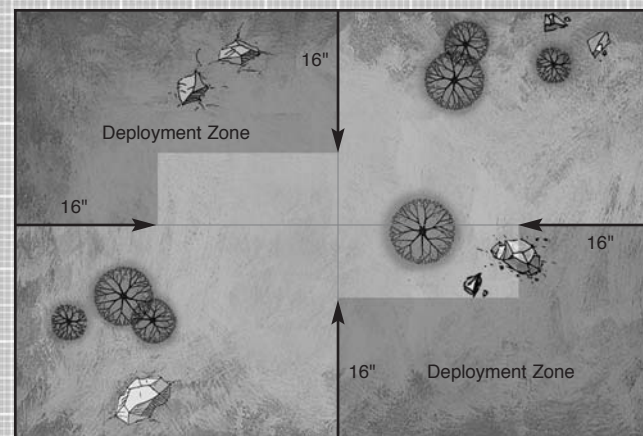
DEPLOYMENT

ZONES

Players roll dice equal to their Strategy Rating. The player with the highest single die roll chooses which corner they want to deploy in.

DEPLOYMENT

Starting with the player who chose the deployment zone, the players deploy one unit at a time. Each player may only deploy their compulsory Troop and compulsory HQ selections. All other selections are held in reserve (which come on from your Deployment Zone). Follow the rules in the Warhammer 40,000 Rulebook for units that may Infiltrate.



SPECIAL RULES

ALPHA

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1601+	Victorious Slaughter

ARCH RIVALS

MISSION

OVERVIEW

After years of fighting each other, arch-rival commanders finally find themselves face to face on the same battlefield. The time has come – each has his chance to prove once and for all who is superior and who is dead.

MISSION OBJECTIVES

Use normal Victory points rules found on p. 86 of the Warhammer 40,000 rulebook with the following addition. If your General fought your enemy's General in hand to hand combat and survived and your opponent's General is dead at the end of the game, you receive 200 bonus Victory Points.

LINE OF RETREAT

Forces that are forced to flee must move toward their nearest deployment table edge.

WHO GOES FIRST?

Players roll a number of dice equal to their Strategy Rating. The player with the highest single die roll may elect to go first or second.

GAME LENGTH

The game lasts 6 turns or until time is called.

DEPLOYMENT

TERRAIN

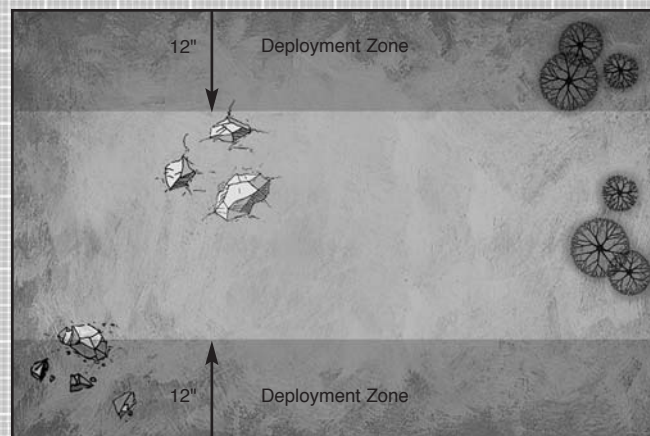
Set up the terrain per the standard rules.

ZONE

Both players roll a die. The higher-scoring player score picks which side to deploy on. The other player's Deployment Zone is the opposite side.

DEPLOY

Starting with the player who chose his Deployment Zone, players take turns to deploy one unit at a time until both armies are on the table. Units are deployed in the following order: Heavy Support, Troops, Elites, HQ, Fast Attack. Follow the rules in the Warhammer 40,000 rulebook for units that may *Infiltrate*.



SPECIAL RULES

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Victory Points

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WARHAMMER
40,000

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GAMES WORKSHOP

HOLD AT ALL COSTS

MISSION

OVERVIEW

The Attacker must eliminate enemy forces in the area and hold the objective against enemy counterattacks. The Defender must stop the objective falling into enemy hands at all costs.

MISSION OBJECTIVES

The player who controls the objective at the end of the game gets +500 Victory Points. The side with a scoring unit closest to the objective at the end of the game controls it.

LINE OF RETREAT

Forces that are forced to flee must move toward their nearest deployment table edge.

WHO GOES FIRST?

Players roll a number of dice equal to their Strategy Rating. The player with the highest single die roll may elect to go first and be the Attacker or may go second and be the Defender.

GAME LENGTH

The game lasts 6 turns or until time is called.

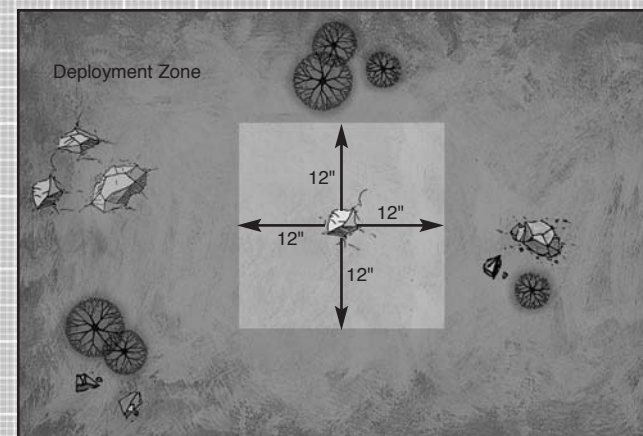
DEPLOYMENT

OBJECTIVE

Choose an objective as close as possible to the center of the table.

DEPLOY

The Defender deploys any of his Troops and Heavy Support within 12" of the objective. He does not have to deploy all these units but must deploy at least one. The rest of his forces are held in *Reserve*. The Attacker may deploy his *Infiltrators*. The rest of his forces move onto the table at the beginning of Turn 1. The Attacker moves first. Follow the rules in the Warhammer 40,000 rulebook for units that may *Infiltrate*.



SPECIAL RULES

ALPHA

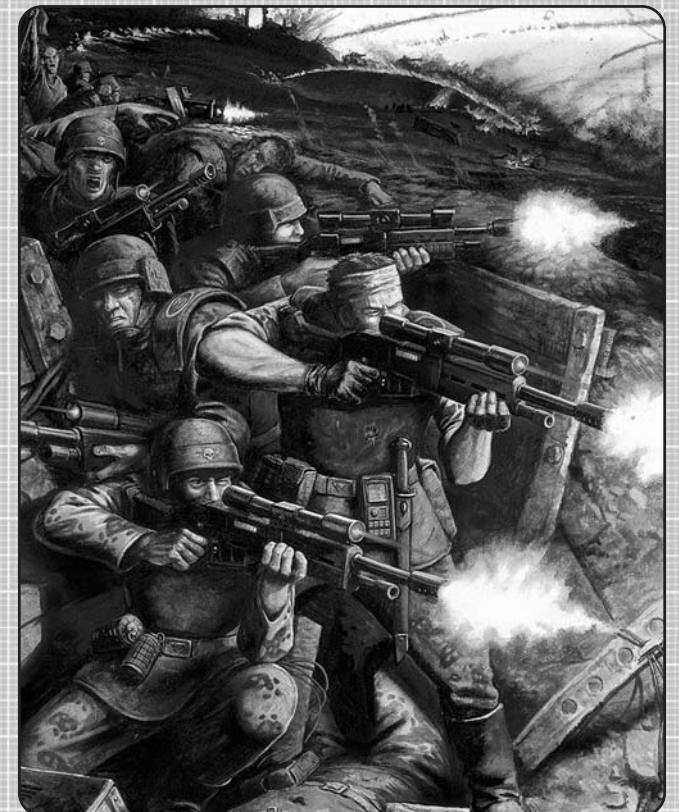
Victory Points

GAMMA

Infiltrate, Deep Strike, Dusk & Dawn, Victory Points

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GAMES WORKSHOP

INTO THE NIGHT

MISSION

OVERVIEW

Two armies have been skirmishing with each other all day. Neither has been able to get the upper hand. As sundown begins, the battle continues.

MISSION OBJECTIVES

Use normal Victory points rules found on p. 86 of the Warhammer 40,000 rulebook.

LINE OF RETREAT

Forces that are forced to flee must move toward their nearest deployment table edge.

WHO GOES FIRST?

Players roll a number of dice equal to their Strategy Rating. The player with the highest single die roll may elect to go first or second.

GAME LENGTH

The game lasts 6 turns or until time is called.



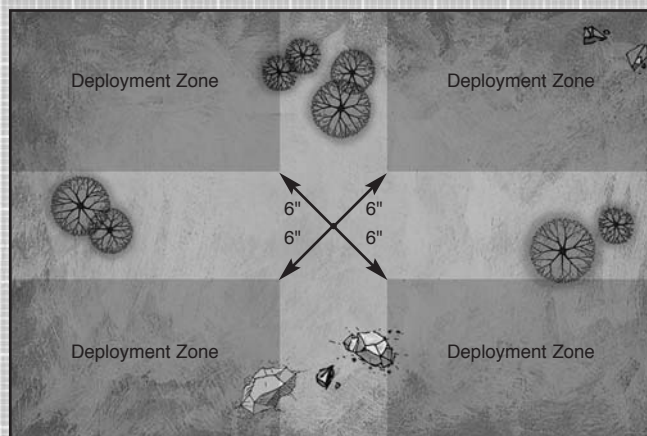
DEPLOYMENT

ZONES

Divide the board into four quarters. Both players roll a die. The higher-scoring player picks which quarter to deploy in. The other player's Deployment Zone is the opposite quarter.

DEPLOY

Starting with the player that scored lowest, the players deploy a unit at a time until both armies are fully deployed. Units are deployed in the following order: Heavy Support, Troops, Elites, HQ, Fast Attack. Follow the rules in the Warhammer 40,000 Rulebook for units that may *Infiltrate*.



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GAMES WORKSHOP

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RECON

MISSION

OVERVIEW

Both sides are attempting to punch through enemy lines to establish forward positions and probe the enemy's strength in preparation for a major attack.

MISSION OBJECTIVES

Both players must attempt to get units into the enemy Deployment Zone.

Each unit with greater than or equal to 50% of its original number of models or an undamaged vehicle in the enemy's Deployment Zone is worth 200 Victory Points in addition to all Victory Points earned per the rules found on pp. 85-86 of the Warhammer 40,000 rulebook.

LINE OF RETREAT

Forces that are forced to flee must move toward their nearest deployment table edge.

WHO GOES FIRST?

Players roll a number of dice equal to their Strategy Rating. The player with the highest single die roll may elect to go first or second.

GAME LENGTH

The game lasts 6 turns or until time is called.

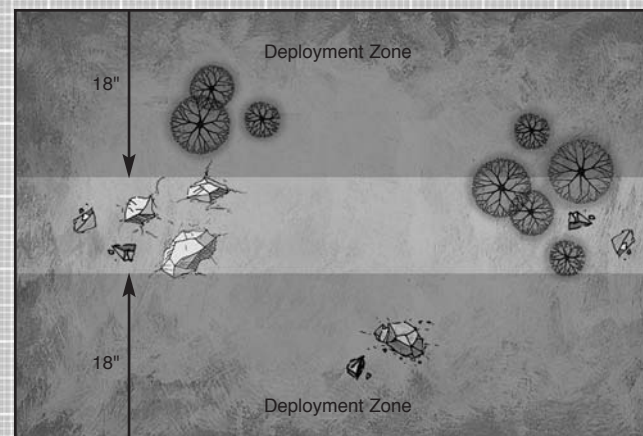
DEPLOYMENT

ZONES

Players roll a number of dice equal to their Strategy Rating. The player with the highest single die roll chooses which side he wants to deploy on.

DEPLOY

Starting with the player that scored highest, the players take it in turn to deploy a unit at a time until both armies are fully deployed. Units are deployed in the following order: Heavy Support, Troops, Elites, HQ, Fast Attack. Follow the rules in the Warhammer 40,000 rulebook for units that may *Infiltrate*. No unit can be deployed within 24" of the enemy or more than 18" from their table edge.



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PERSONAL OBJECTIVES

MISSION

OVERVIEW

Not every objective means the same to everyone. A hill on which to park a Basilisk is priceless to an Imperial Guardsman, whereas it would be useless to a fast-moving Dark Eldar raiding force. However, everything means something to someone. We don't always know what our enemy holds dear, but we still have to try to stop him.

MISSION OBJECTIVES

Each player has 750 points to assign to terrain pieces to represent the level of importance that section of the battlefield represents. A single objective may not have more than 50% of the points (375 points) assigned to it. Each player must assign points to at least three and no more than five different objectives.

After placing the terrain, each player gets slips of paper, writes down a number of points on each, and slips them upside down under or next to a piece of terrain. This way opponents cannot see how many points it is worth. A clever player may even place slips under terrain with no points to throw the enemy off.

Objectives may not be placed in the Deployment Zones and must be placed at least 8" from other objectives you have placed. There are no restrictions to the proximity of enemy objectives.

To control an objective, your opponent must not be on it, and you must have a unit that is greater than or equal to 50% of its original number of models or an undamaged vehicle on it. Units falling back do not count. You gain Victory Points equal to the points of YOUR objectives you still control in addition to the normal Victory Points rules found on pp. 85-86 of the Warhammer 40,000 rulebook.

LINE OF RETREAT

Forces that are forced to flee must move toward their nearest deployment table edge.

WHO GOES FIRST?

Players roll a number of dice equal to their Strategy Rating. The player with the highest single die roll may elect to go first or second.

GAME LENGTH

The game lasts 6 turns or until time is called.

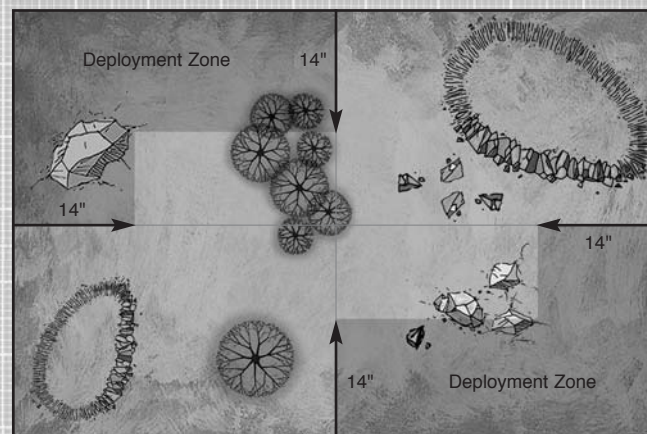
DEPLOYMENT

ZONES

Players roll a number of dice equal to their Strategy Rating. The player with the highest single die roll chooses one of the L shaped sections he wants to deploy on as indicated in the map below.

DEPLOYMENT

Starting with the player who chose his Deployment Zone, players take it in turns to deploy a unit at a time until both armies are fully deployed. Units are deployed in the following order: Heavy Support, Troops, Elites, HQ, Fast Attack. Follow the rules in the Warhammer 40,000 rulebook for units that may *Infiltrate*.



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SECURE AND CONTROL

MISSION

OVERVIEW

The battlefield is strewn with discarded equipment, wounded comrades, supplies, and detritus of war that, for various reasons, you wish to recover. You must fight off the enemy while scouring the field to secure as much plunder as you can.

MISSION OBJECTIVES

The items to be secured are represented by a total of D3 +2 Loot counters. Each player alternates placing Loot counters until they are all on the table. Toss a coin to see who places a counter first. A counter may not be placed in impassable terrain, nor may one be placed within 12" of a table edge or another counter.

At the end of the game, you control a Loot counter if there is at least one of your scoring units and no enemy scoring units within 6" of it. Use the normal Victory Points rules found on p. 86 of the Warhammer 40,000 rulebook. The Victory Points for each Loot counter is determined by taking the total point value (1850) and dividing that by the number of counters rolled.

LINE OF RETREAT

Forces that are forced to flee must move toward their nearest deployment table edge.

WHO GOES FIRST?

Players roll a number of dice equal to their Strategy Rating. The player with the highest single die roll may elect to go first or second.

GAME LENGTH

The game lasts 6 turns or until time is called.

DEPLOYMENT

LOOT COUNTERS

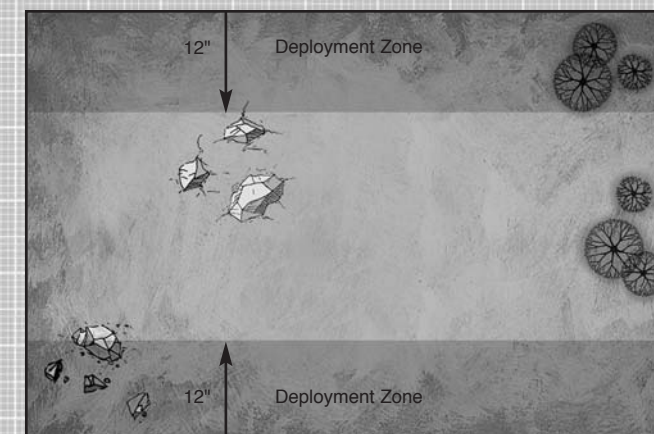
Place Loot counters on the battlefield as described in Mission Objective.

ZONES

Players roll a number of dice equal to their Strategy Rating. The player with the highest single die roll chooses which of the long table edges to deploy on. His opponent gets the opposite Deployment Zone. Both forces start along opposite long board edges.

DEPLOYMENT

Starting with the player who chose his Deployment Zone, players take it in turns to deploy one unit at a time. No unit may be deployed more than 12" from its own long table edge. Units are deployed in the following order: Heavy Support, Troops, Elites, HQ, Fast Attack. Follow the rules in the Warhammer 40,000 rulebook for units that may *Infiltrate*.



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GAMES WORKSHOP

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1601+	Victorious Slaughter

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HEAD OF THE SNAKE

MISSION

OVERVIEW

Everyone knows the easiest way to cause disarray in a force is to crush its leadership. Both forces are led by truly inspiring leaders. However, if the troops see their beloved and respected lords fall, it will spell disaster for the remainder of the force!

MISSION OBJECTIVES

As long as the army General (an HQ selection pointed out at the beginning of the game) is still alive, the whole army receives +1 to their Ld value (note that this bonus may not take the army's Ld above the normal maximum of 10).

If the army General dies, all units must take an immediate Break Test as if they suffered 25% casualties from enemy shooting. In addition, all Ld values for that army are at -1 of their original value (to a minimum of 3) for the remainder of the game.

Use the normal Victory Points rules found on p. 86 of the Warhammer 40,000 rulebook.

LINE OF RETREAT

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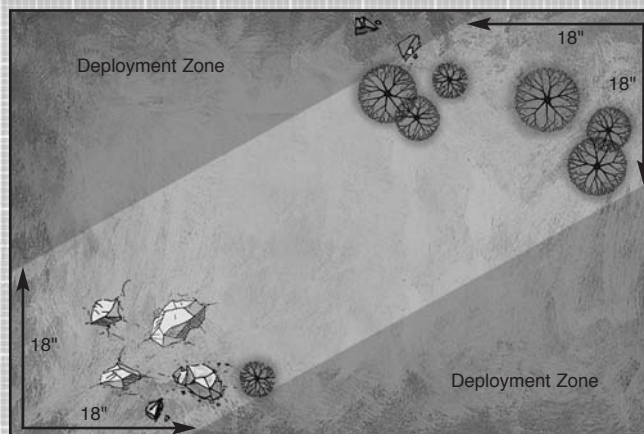
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ZONES

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DEPLOY

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GAMES WORKSHOP

SEEK AND DESTROY

MISSION

OVERVIEW

There are few objectives at hand – find your enemy, crush him utterly, and take away his means to mount further resistance. The enemy must be sought out and eliminated.

MISSION OBJECTIVES

Use the normal Victory Points rules found on p. 86 of the Warhammer 40,000 rulebook.

LINE OF RETREAT

Forces that are forced to flee must move toward their nearest deployment table edge.

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GAME LENGTH

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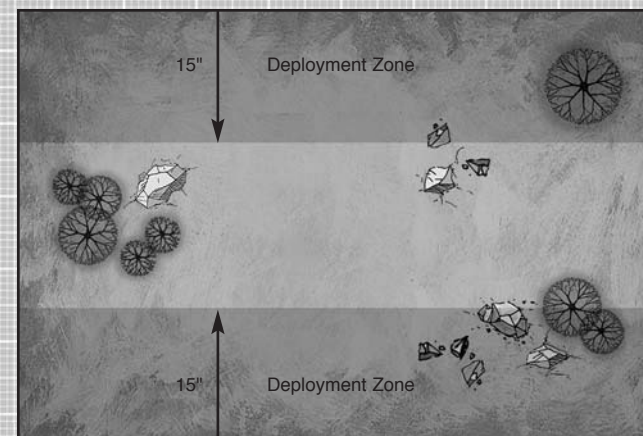
DEPLOYMENT

ZONES

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DEPLOYMENT

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