Player Name:

_____

Set up and play each round by following the instructions below

1. If the mission has a RELIC primary or secondary objective, place the RELIC objective(s) as described in the mission. NOTE: Any RELIC objective(s) count as objectives for determining where other objectives can be placed!

2. Players roll off for the remaining set-up tasks. The winner of this roll-off is referred to as ATTACKER, the loser of this roll off is referred to as DEFENDER. Both players may use the Command Re-Roll Strategem to re-roll this if desired.

3. If the mission requires the placement of any CRUSADE objective markers, players take turns placing those markers beginning with ATTACKER.

4. DEFENDER rolls to determine which Standard Deployment Map will be used. DEFENDER may use the Command Re-Roll Strategem to re-roll this if desired.

5. ATTACKER chooses their deployment zone. If the mission requires the placement of any SECURE AND CONTROL objectives, both players place those now, beginning with the ATTACKER.

6. Players alternate deploying units, beginning with ATTACKER.

7. After both players have completed deployment, the players will roll-off. The player who finished deploying their army first gets +1 to this roll. Both players may use the Command Re-Roll Stratagem to re-roll this if desired. The winner of this roll may decide to go first or second.

8. The player going second may attempt to Seize the Initiative by rolling a D6. On a roll of 6, they manage to seize the initiative and will get the first turn instead. The player attempting to Seize the Initiative may use the Command Re-Roll Stratagem to re-roll this result if desired.

Tabling

In the event that the game ends due to a SUDDEN DEATH condition, the surviving player must play out the remainder of the game and score the round appropriately.

Concession

In the event that one player concedes, that player removes all of their remaining models from the table. Those models are all counted as destroyed. The surviving player then plays out the remainder of the game and scores the round appropriately.

Kill Points

In any mission that has a Kill Point element, the following mission rules apply:

- A unit is considered to be "destroyed" when the last remaining model in the unit is finally removed from play or has been removed from play at the time that the game ends.

- Some missions have rules that apply if a specific unit earns a Kill Point. A unit earns a Kill Point only if it directly inflicts the final wound required to remove an enemy unit from play. Enemy units that are removed from play due to failing Morale Checks, vehicle explosions, or self-inflicted wounds from any source (e.g., Perils of the Warp, Demonic Ritual, etc.) are not considered to have been removed from play by a specific enemy unit.

- All multi-model units are worth 1 Kill Point ("KP") when destroyed.

- All single-model units have a base value of 1KP per 8 wounds or fraction thereof (i.e., 1-8 Wounds = 1KP, 9-16 Wounds = 2KP, etc.). You immediately earn 1KP each time you inflict 8 wounds on the same single-model unit. You also earn 1KP immediately upon inflicting the final wound on the same single-model unit. (NOTE: This means that a unit that regains Wounds that it has lost may actually yield more KP than its base value.)

- All character units are worth one additional KP.

- All Lord of War units are worth one additional KP.

- *Examples: A unit of Terminators is worth 1KP, because it is a multi-model unit. A Rhino (10W) is worth 2KP. You earn 1KP immediately upon inflicting 8W on a single Rhino. A Daemon Prince (8W) is worth 2KP (1KP for 8W, +1 for being a Character). A Cerastus Knight Acheron (27W) is worth 5KP (4KP for 27W, +1 for being a Lord of War). Roboute Guilliman (9W) is worth 4 KP (2KP for 9W, +1 for being a Character, +1 for being a Lord of War).*
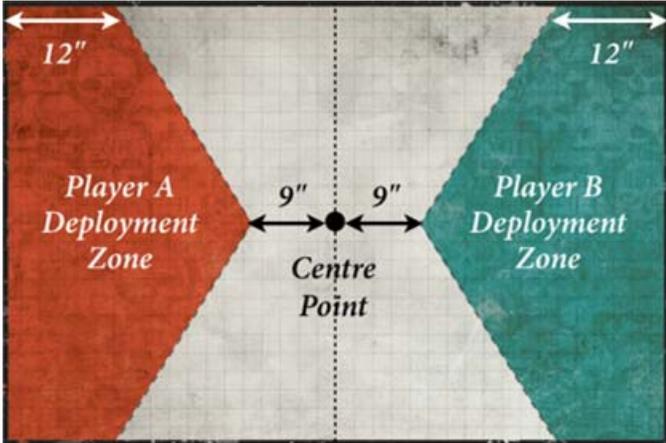
Objectives

Distance to objectives are always measured from the center of the objective marker.
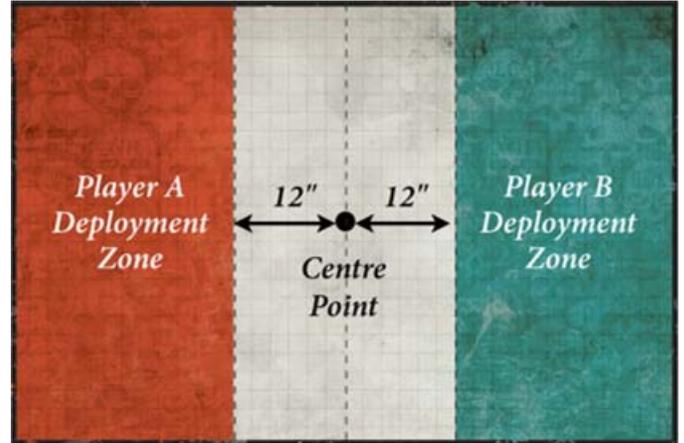
Cover Rules Addendum

All units gain the benefit of cover so long as EVERY model in the entire unit is at least 50% obscured from the point of view of ANY firing model. Models may be obscured by any source, including terrain features and other models.

(This expressly overrides the ruling on Page 3 of the Warhammer 40,000 Rulebook FAQ v1.1 requiring non-infantry models to be on or within terrain to claim a cover benefit by being obscured.)
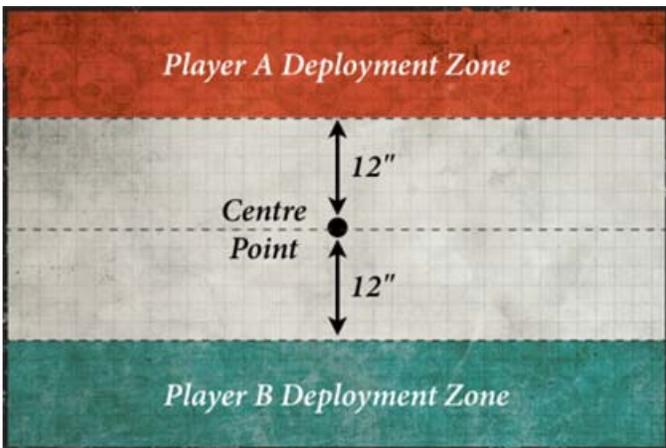
1. Spearhead Assault

12" Player A Deployment Zone — 9" — Centre Point — 9" — Player B Deployment Zone — 12"

4. Hammer and Anvil

Player A Deployment Zone — 12" — Centre Point — 12" — Player B Deployment Zone

2. Dawn of War

Player A Deployment Zone

12" — Centre Point — 12"

Player B Deployment Zone

5. Front-Line Assault

Player A Deployment Zone — 6"

9" — Centre Point — 9"

Player B Deployment Zone — 6"

3. Search and Destroy

Player A Deployment Zone

9" — Centre Point

Player B Deployment Zone

6. Vanguard Strike

Player B Deployment Zone

12"

12"

Centre Point
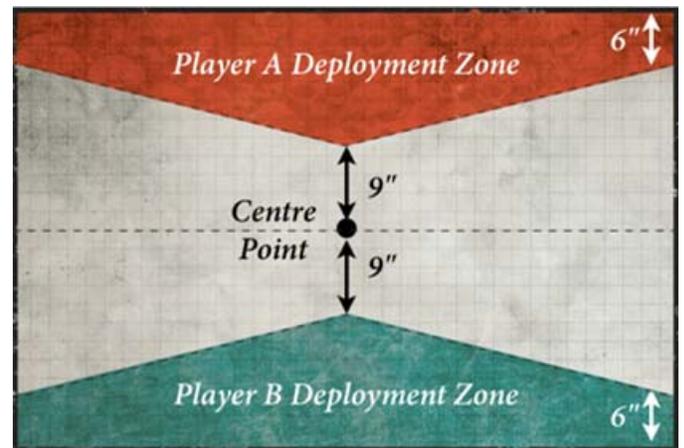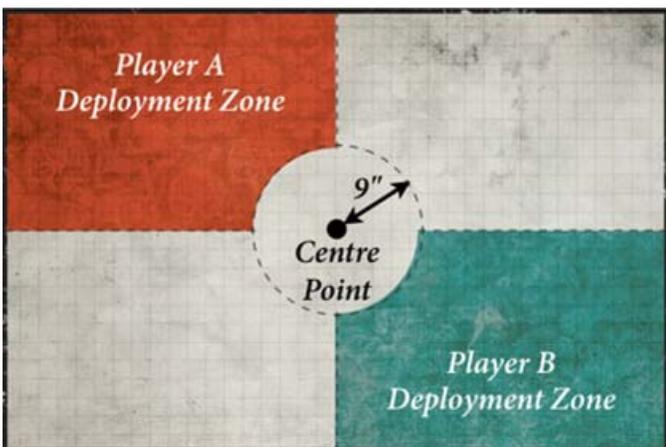
Player A Deployment Zone
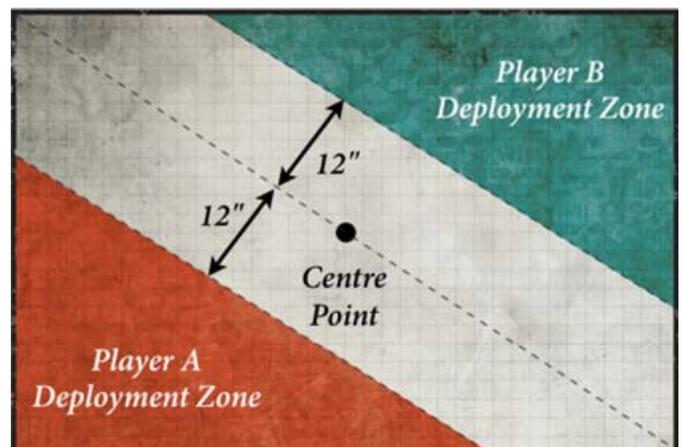
Countermeasures

Set Up

Players place 4 objectives per normal Crusade objective placement rules.

All units are scoring EXCEPT…

Immediately before deployment, each player may choose any one Battlefield Role ("BFR"). Models in the opponent's army with that BFR do not count for scoring or contesting objectives.

BFR LIST: HQ, ELITE, HEAVY, FAST, LORD OF WAR, FORTIFICATION, FLYER, DEDICATED TRANSPORT, TROOPS

Units with the BFR selected by your opponent (and only those units) can generate Kill Points by destroying your opponent's units (see below).

Secondary Objective = Marked For Death

Immediately BEFORE deployment choose 3 enemy units.

Kill ANY of the units you Marked for Death = 3BP.

Kill ALL of the units you Marked for Death = +3BP.

Kill MORE of the units that you Marked for Death than your opponent = +3BP.

Tertiary Objective

Alternative First Blood, Linebreaker, and Slay the Warlord are each worth 2 Battle Points.

Primary Objective = Progressive Objectives and Kill Points

Beginning in the second Battle Round, a player scores 1VP for each objective controlled immediately before their own movement phase.

Units with the BFR selected by your opponent at the beginning of the game score 1VP for each Kill Point that they earn during the game. See the mission rules regarding how to determine if a specific unit earns a Kill Point.

Each player totals their VP and consults the Margin of Victory chart:

Victory Points	Battle Points
Triumph (9+ VP Margin)	Win = 18 points Loss = 0 points
Victory (6-8 VP Margin)	Win = 14 points Loss = 3 points
Success (3-5 VP Margin)	Win = 12 points Loss = 4 points
Pyrrhic (1-2 VP Margin)	Win = 10 points Loss = 5 points
Draw (0 VP Margin)	Draw = 7 points

Name:			Table #:	Name:			Turn Finished:
Primary	**Secondary**	**Tertiary**	**Total**	**Primary**	**Secondary**	**Tertiary**	**Total**

Big Game Hunter

Set Up

Players place 6 objectives per normal objective rules (center more than 6" from board edge and more than 12" from any other objectives).

Only INFANTRY, BIKE, and CAVALRY models may control or contest objectives. ALL models are scoring for the Secondary objective.

Immediately before deployment, each player may choose one of the following unit type keywords: VEHICLE, MONSTER, BEAST, or SWARM.

Primary Objective = End-Game Objectives and Kill Points

Each objective is worth 3VP to the player who controls it at the end of the game.

In addition to INFANTRY, BIKE, and CAVALRY, you may control objectives with the same keyword selected by you at the beginning of the game.

You earn 2VP for each enemy unit destroyed that has the keyword selected by your opponent before deployment.

Each player totals their VP and consults the Margin of Victory chart:

Victory Points	Battle Points
Triumph (9+ VP Margin)	Win = 18 points Loss = 0 points
Victory (6-8 VP Margin)	Win = 14 points Loss = 3 points
Success (3-5 VP Margin)	Win = 12 points Loss = 4 points
Pyrrhic (1-2 VP Margin)	Win = 10 points Loss = 5 points
Draw (0 VP Margin)	Draw = 7 points

Secondary Objective = Striated Table Quarters

Divide the table into 4, 12-inch-wide "stripes" down the length of the table.

Determine control by number of scoring models wholly within each stripe. 3BP per stripe to a maximum of 9BP. All units are scoring for this Secondary objective. Models with the Objective Secured rule count double for purposes of controlling table quarters.

Tertiary Objective

Alternative First Blood, Linebreaker, and Slay the Warlord are each worth 2 Battle Points.

Name:			Table #:	Name:			Turn Finished:
Primary	**Secondary**	**Tertiary**	**Total**	**Primary**	**Secondary**	**Tertiary**	**Total**

Doomsday Clock

Set Up

Players place 6 numbered objectives per normal objective rules (center more than 6" from board edge and more than 12" from any other objectives).

Immediately before deployment (after deployment zones have been determined), each player secretly selects one of the numbered objectives.

Secondary Objective = KP Race

See Event rules regarding how to calculate and earn Kill Points

SCORING: Players earn 1BP per KP earned to a maximum of 6BP. The first player to earn 6KP earns an additional 3BP.

Tertiary Objective

Alternative First Blood, Linebreaker, and Slay the Warlord are each worth 2 Battle Points.

Primary Objective = End-Game Objectives

At the end of the game, immediately before scoring, reveal the secretly-selected objectives.

The objectives selected are worth 0VP. Each enemy unit within 6" of any selected objective is worth 1VP to you.

If both players chose the same secret objective, then each enemy unit within 6" of the chosen objective is worth 2VP to you.

The other objectives are worth 3VP each to the controlling player.

Each player totals their VP and consults the Margin of Victory chart:

Victory Points	Battle Points
Triumph (7+ VP Margin)	Win = 18 points Loss = 0 points
Victory (4-6 VP Margin)	Win = 14 points Loss = 3 points
Success (2-3 VP Margin)	Win = 12 points Loss = 4 points
Pyrrhic (1 VP Margin)	Win = 10 points Loss = 5 points
Draw (0 VP Margin)	Draw = 7 points

Name:			Table #:	Name:			Turn Finished:
Primary	**Secondary**	**Tertiary**	**Total**	**Primary**	**Secondary**	**Tertiary**	**Total**

Aggressive Recon

Set Up

Players place 6 objectives per normal objective rules (center more than 6" from board edge and more than 12" from any other objectives).

Primary Objective = Modified Progressive Objectives

Beginning on the second Battle Round, immediately before their own movement phase, each player scores Victory Points for objectives they control as follows:

Each player may only score each objective ONCE PER GAME. Once a player has scored a specific objective, they may still prevent the other player from scoring it, but they will not generate additional VP for that objective if they continue to hold it at the beginning of subsequent turns.

The first player to score an objective earns 2VP. If at least one of that player's scoring models has the Fast Attack BFR, that player earns 3VP instead.

The second player to score an objective earns 3VP.

IN ADDITION, each earns an additional 1VP per enemy Fast Attack BFR unit destroyed.

Each player totals their VP and consults the Margin of Victory chart:

Victory Points	Battle Points
Triumph (7+ VP Margin)	Win = 18 points Loss = 0 points
Victory (4-6 VP Margin)	Win = 14 points Loss = 3 points
Success (2-3 VP Margin)	Win = 12 points Loss = 4 points
Pyrrhic (1 VP Margin)	Win = 10 points Loss = 5 points
Draw (0 VP Margin)	Draw = 7 points

Secondary Objective = Fractional Kill Points

Prior to deployment, use the Event rules to calculate the total number of KP in your opponent's army to determine the number of KPs for each unit.

SCORING:
1BP for earning any KPs.

3BP for earning 25% of your opponent's total KPs.

6BP for earning 50% of your opponent's total KPs.

9BP for earning 75% of your opponent's total KPs.

Tertiary Objective

Alternative First Blood, Linebreaker, and Slay the Warlord are each worth 2 Battle Points.

Name:			Table #:	Name:			Turn Finished:
Primary	**Secondary**	**Tertiary**	**Total**	**Primary**	**Secondary**	**Tertiary**	**Total**

Red Rover II

Set Up

Players place 3 RELIC OBJECTIVES evenly along the centerline of the table.

Deploy one RELIC OBJECTIVE in the center of the table. Deploy one RELIC OBJECTIVE 6" from the board edge and on the center line of the table.

The center line of the table is the dashed line shown on the Deployment Map diagrams. For Deployment Map 3 ("Search and Destroy") the center line of the table is considered to be the longer dashed line.

For Deployment Map 3 ("Search and Destroy") and Deployment Map 6 ("Vanguard Strike"), each player's board edge is the long board edge that touches their deployment zone.

Normal rulebook rules for the RELIC apply (e.g., only INFANTRY may pick up and move the RELICs; they may not be voluntarily dropped or transferred, etc.)

No RELIC may be moved within 9" of any other RELIC.

Primary Objective = Red Rover

At the end of the game, each player scores:

2VP for each RELIC OBJECTIVE which is on the opponent's side of the table more than 6" from the centerline.

1VP for each RELIC OBJECTIVE which is within 9" of the opponent's board edge.

IN ADDITION, each player scores 1VP for each RELIC OBJECTIVE controlled at the end of the game. The position of the RELIC OBJECTIVE does not affect this scoring in any way (and vice versa).

Each player totals their VP and consults the Margin of Victory chart:

Victory Points	Battle Points
Triumph (7+ VP Margin)	Win = 18 points Loss = 0 points
Victory (4-6 VP Margin)	Win = 14 points Loss = 3 points
Success (2-3 VP Margin)	Win = 12 points Loss = 4 points
Pyrrhic (1 VP Margin)	Win = 10 points Loss = 5 points
Draw (0 VP Margin)	Draw = 7 points

Secondary Objective = Standard Kill Points

See Event rules regarding how to calculate and earn Kill Points.

A maximum of 9 KP can be earned per player.

A player receives 1BP for each 1KP earned.

Tertiary Objective

Alternative First Blood, Linebreaker, and Slay the Warlord are each worth 2 Battle Points.

Name:			Table #:	Name:			Turn Finished:
Primary	**Secondary**	**Tertiary**	**Total**	**Primary**	**Secondary**	**Tertiary**	**Total**

For Whom the Bell Tolls

Set Up

Place one RELIC objective in the center of the table.

Primary Objective = Modified No Mercy

See Event rules regarding how to calculate and earn Kill Points.

IN ADDITION, each additional enemy unit with the exact same unit name destroyed is worth one additional Kill Point, cumulative. Only the unit name (as it appears on the unit datasheet) matters; keyword variations within the units themselves (e.g., <Chapter>, <Legion>, <Mark of Chaos>) do not matter.

Example: Your opponent has 2 Eversor Assassins. A single Eversor Assassin is worth 2KP. The second Eversor Assassin destroyed is worth 1 additional KP (total 3KP).

Example: Your opponent has 3 Space Marine Tactical Squads. A Space Marine Tactical Squad is worth 1KP. In this mission, the second Space Marine Tactical Squad destroyed is worth 1 additional KP (total 2KP). The third Space Marine Tactical Squad destroyed is worth 2 additional KP (total 3KP). It does not matter if the squads have different Chapter Tactics.

Each player totals their VP and consults the Margin of Victory chart:

Victory Points	Battle Points
Triumph (7+ VP Margin)	Win = 18 points Loss = 0 points
Victory (4-6 VP Margin)	Win = 14 points Loss = 3 points
Success (2-3 VP Margin)	Win = 12 points Loss = 4 points
Pyrrhic (1 VP Margin)	Win = 10 points Loss = 5 points
Draw (0 VP Margin)	Draw = 7 points

Secondary Objective = Modified Relic

Normal rules for the RELIC. Score at the end of the game.

SCORING:
A player with a model CARRYING the Relic scores 4BP.

A player who CONTROLS the Relic scores 5BP.

Tertiary Objective

Alternative First Blood, Linebreaker, and Slay the Warlord are each worth 2 Battle Points.

Name:			Table #:	Name:			Turn Finished:
Primary	**Secondary**	**Tertiary**	**Total**	**Primary**	**Secondary**	**Tertiary**	**Total**

Take Everything II

Set Up

Before deployment, place 1 CRUSADE objective in the center of each 2'x2' square of the table.

Primary Objective = Modified Progressive Crusade

Beginning in the second Battle Round, each player scores VP at the top of their own turn as follows (score all that apply):

If the player controls one of more objective: 1VP

If the player controls MORE objectives than their opponent: +1VP

If the player controls at least TWO MORE objectives than the opponent: +1VP

Each player totals their VP and consults the Margin of Victory chart:

Victory Points	Battle Points
Triumph (9+ VP Margin)	Win = 18 points Loss = 0 points
Victory (6-8 VP Margin)	Win = 14 points Loss = 3 points
Success (3-5 VP Margin)	Win = 12 points Loss = 4 points
Pyrrhic (1-2 VP Margin)	Win = 10 points Loss = 5 points
Draw (0 VP Margin)	Draw = 7 points

Secondary Objective = Standard Kill Points

See Event rules regarding how to calculate and earn Kill Points.

A maximum of 9 KP can be earned per player.

A player receives 1BP for each 1KP earned.

Tertiary Objective

Alternative First Blood, Linebreaker, and Slay the Warlord are each worth 2 Battle Points.

Name:			Table #:	Name:			Turn Finished:
Primary	**Secondary**	**Tertiary**	**Total**	**Primary**	**Secondary**	**Tertiary**	**Total**

Escalation

Set Up

AFTER DETERMINING DEPLOYMENT ZONES BUT BEFORE DEPLOYING ANY UNITS, players take turns to place a total of 4 CRUSADE OBJECIVES. ATTACKER places first.

One CRUSADE OBJECTIVE must be placed in each player's deployment zone, and the remaining two SACRIFICE OBJECTIVES must be placed OUTSIDE of either players' deployment zone and on opposite halves of the battlefield.

Each objective must be placed more than 6" away from any board edge and more than 12" from any other objective.

Secondary Objective = Decimation

For each Battlefield Role ("BFR") of your opponent's army that you completely destroy, gain 3BP to a maximum of 9BP.

If your opponent only has 2 different BFRs in his/her entire army, the first BFR completely destroyed is worth 6BP. Each UNIT in the second BFR is worth +1BP to a maximum of 9BP.

If your opponent has only 1 BFR in his/her entire army, each UNIT is worth 2BP to a maximum of 9BP.

Primary Objective = Modified Progressive Crusade

Beginning in the second Battle Round, each player scores 1VP (or more, in later turns, see below) for each objective controlled immediately before their own movement phase.

Immediately after you score an objective your opponent may remove and replace that objective. The objective must be placed in the same part of the table (e.g., in a deployment zone, outside of deployment zone, etc.) and permanently worth one additional VP when scored in subsequent turns.

Each player totals their VP and consults the Margin of Victory chart:

Victory Points	Battle Points
Triumph (9+ VP Margin)	Win = 18 points Loss = 0 points
Victory (6-8 VP Margin)	Win = 14 points Loss = 3 points
Success (3-5 VP Margin)	Win = 12 points Loss = 4 points
Pyrrhic (1-2 VP Margin)	Win = 10 points Loss = 5 points
Draw (0 VP Margin)	Draw = 7 points

Tertiary Objective

Alternative First Blood, Linebreaker, and Slay the Warlord are each worth 2 Battle Points.

Name:			Table #:	Name:			Turn Finished:
Primary	**Secondary**	**Tertiary**	**Total**	**Primary**	**Secondary**	**Tertiary**	**Total**

Give No Ground!

Set Up

Immediately prior to deployment, each player will alternate deploying two SECURE AND CONTROL objectives. The ATTACKER deploys first. The objectives must be deployed as follows:

Each player's first SECURE AND CONTROL objective must be placed in the player's deployment zone, at least 6" from any edge of the battlefield and at least 12" away from any other SECURE AND CONTROL objective.

Each player's second SECURE AND CONTROL objective must be placed outside of that player's deployment zone AND on that player's half of the battlefield AND at least 6" away from any board edge and at least 12" away from any other SECURE AND CONTROL objective.

Primary Objective = Give No Ground!

At the end of the game, players earn VPs for holding SECURE AND CONTROL objectives as follows:

The objective in your own deployment zone is worth 1VP.

The other objective on your half of the table is worth 3VP.

The objective in your opponent's deployment zone is worth 7VP.

The other objective on your opponent's half of the table is worth 5VP.

Any contested objective is worth 1VP to both players..

Each player totals their VP and consults the Margin of Victory chart:

Victory Points	Battle Points
Triumph (9+ VP Margin)	Win = 18 points Loss = 0 points
Victory (6-8 VP Margin)	Win = 14 points Loss = 3 points
Success (3-5 VP Margin)	Win = 12 points Loss = 4 points
Pyrrhic (1-2 VP Margin)	Win = 10 points Loss = 5 points
Draw (0 VP Margin)	Draw = 7 points

Secondary Objective = Fractional Power Levels

Prior to deployment, calculate the total number of Power Levels (PLs) in your opponent's army.

SCORING:
1BP for destroying 1 or more of your opponent's total PL.

3BP for destroying 25% of your opponent's total PL.

6BP for destroying 50% of your opponent's total PL.

9BP for destroying 75% of your opponent's total PL.

Tertiary Objective

Alternative First Blood, Linebreaker, and Slay the Warlord are each worth 2 Battle Points.

Name:			Table #:	Name:			Turn Finished:
Primary	Secondary	Tertiary	Total	Primary	Secondary	Tertiary	Total