

Battle in the Vines 2010 Mission Bundle v1.1

Primary Objectives (60mm base): To hold a primary objective simply have more scoring units with a model within 6” of the marker at the end of the game. A scoring unit may **NOT** contest more than one primary objective. Non scoring units may **NOT** contest primary objectives.

Secondary Objectives (40mm base): Secondary objectives can be held or contested in the same manner as described in the Warhammer 40k rule book. This means scoring units **CAN** hold more than one secondary objective and non scoring units **CAN** contest secondary objectives.

Table Quarters: The player with the most **scoring** units wholly within a quarter at the end of the game holds the quarter. For scoring units not wholly within a quarter randomly determine which quarter they occupy.

Mission 1: Get it for ME

Your force has been ordered to push forward into no-man’s land and conquer new territory. You are to show enemy troops extreme prejudice in execution of your orders while saving enemy resources for your own uses.

Primary Mission: Cleanse: - The player with the most quarters at the end of the game wins. Use the difference in quarters to determine the battle points on the generic battle point table.

Secondary Mission: Kill Points: - The player to have inflicted the most number of kill points has achieved the secondary mission.

Deployment and first turn: Spearhead

Mission 2: Bean Counters

Army intelligence has received word of an enemy counter attack that is to be lead by one of the enemy’s senior generals. You are to hold as much of your new territory as possible. If the opportunity presents itself you are to eliminate the enemy general.

Primary Mission: At the end of the battle use the difference in total beans to determine battle points on the generic battle point table.

Secondary Mission: Assassination: - Destroy the most expensive enemy HQ choice by the end of the game to achieve the secondary mission.

Mission Setup: Before rolling for sides and deployment both players roll off. Starting with the winner both players then alternate placing 5 secondary objectives on the field. No objective may be placed within 12” of another objective or any table edge.

Beans: For each player turn you hold an objective you earn one bean per objective. Keep a tally as the game progresses.

Deployment and first turn: Dawn of War

Mission 3: You sure it was here?

Enemy forces have cut your supply lines. The powers that be have decided to provide you with an airdrop/warp drop. There is one slight problem your auspex is ghosting and you cannot be sure if you are headed to a real drop zone or not.

Primary Mission: Ammo run: - at the end of the battle the player who holds the most objectives wins. Use the difference in objectives held to determine the margin of victory on the generic battle point table.

Secondary Mission: Cleanse: - The player with the most quarters at the end of the game wins. Use the difference in quarters to determine the margin of victory on the generic battle point table.

Mission Setup: Both players roll a D6. Starting with the player who rolled highest, both players alternate placing 10 objectives on the field. No objective may be placed within 12" of a deployment board edge.

Deployment and first turn: Dawn of War

Fakes: Starting with the second game turn, at the start of each game turn the players roll off. The winner then removes any one objective from the board.

Mission 4: But it's DARK Sir!

You have received orders to make a night offensive against enemy lines.

Primary Mission: Recon: - Each scoring unit in the enemy deployment zone at the end of the game counts as a secondary objective. Use the difference in objectives to determine the margin of victory on the generic battle point table.

Secondary Mission: They're the best you've got? : - Destroy the most expensive enemy troop choice (minus transports) before the end of the game to achieve the secondary objective.

Deployment and first turn: Pitched Battle

Night Offensive: This entire game is played using Night Fight Rules as outlined in Warhammer 40k rule book.

Mission 5: I want them ALL!

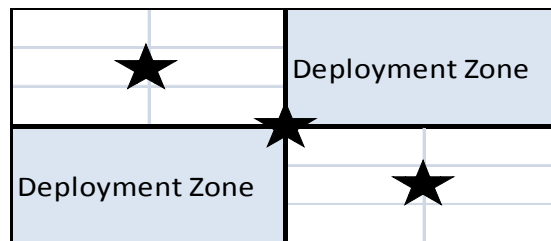
“Beyond that hill is your main objective.” Or that’s what they told you in the briefing but now your here there are three of them that look the same which one? Why not ALL of them!

Primary Mission: Get them: - The two primary objectives and the centre of the table all count as primary objectives for this mission. Use the generic battle point table to determine the result.

Secondary Mission: Cleanse: - The player with the most quarters at the end of the game achieves the secondary objective.

Deployment and first turn: Spearhead

Objective placement: After rolling for quarters the two primary objectives are placed one in the centre of each non deployment quarters. Your field of battle should appear something like that below.



Mission 6: Another one Bites the Dust.

Your have been ordered to cleanse the area of all enemy troops and sympathisers.

Primary Mission: Scalp collection: - Each time a squad/unit wipes out an enemy unit (your own don’t count, even by accident...) place one of your opponents models with the unit as a marker. When a unit is destroyed it loses all markers that it had accumulated (they are not transferred). The side with the most markers at the end of the game wins.

Secondary Mission: Recon: - The player with the most scoring units wholly in the opponent’s deployment zone has achieved the secondary mission

Deployment and first turn: Pitched Battle

Mission 7: CHARGE!

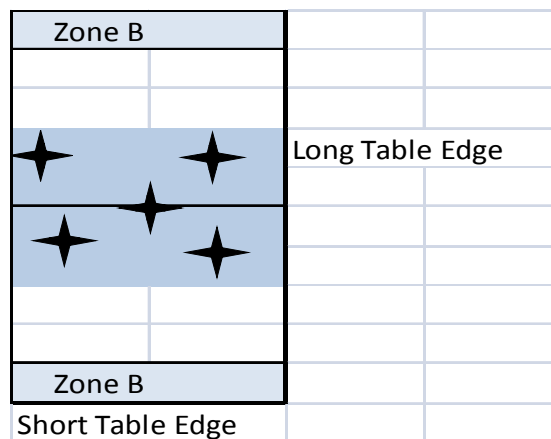
Time for that all or nothing charge across no-man's land.

Primary Objective: Loot: - at the end of the battle the player who holds the most objectives wins. Use the difference in objectives held to determine the margin of victory on the generic battle point table.

Secondary Mission: Modified Kill Points: - The player to have inflicted the most number of kill points has achieved the secondary mission.

Mission set up: For this mission players will choose a **short** table edge for deployment as opposed to the normal long table edge. Before rolling for sides and deployment both players roll off. Starting with the winner both players then alternate placing 5 secondary objectives on the field. These objectives must be placed within 12" of the centre line of the board (see diagram below) and not closer than 9" to each other and 3" from the long table edge.

Deployment and first turn: Modified Dawn of War: - The first player to deploy may place 1 HQ and up to 2 troops between 12" and 36" onto the table. The remainder of the players force may be deployed up to 12" onto the table (Zone B below). Anything not deployed must go into reserve. The second player may then deploy his 1 HQ and up to two troops between 12" and 36" onto the table but more than 18" from opponent. The remainder of the players force may be deployed up to 12" onto the table (Zone B below). Anything not deployed must go into reserve.



Game length: 6 turns, 7th turn on 2+

Mission 8: Hold the line

Your orders are to stand fast and repel any enemy incursion into your lines.

Primary Mission: Capture and Control: - Take and hold the primary objectives to win. Your opponent's objective is worth 15 battle points; your own is worth 10 battle points. A contested objective is worth 5 battle points to each player.

Secondary Mission: Loot: - The player who holds the most secondary objectives at the end of the game has achieved the secondary mission.

Mission setup: Before rolling for sides and deployment both players roll off. Starting with the winner both players then alternate placing 5 secondary objectives on the field. No objective may be placed within 12" of another objective or any table edge.

After determining sides the players then place their primary objective within a terrain piece in their deployment zone.

Mission 9: Race you to the middle

Get to the middle on time

Primary Mission: Take and Hold: - The player with the most scoring units within 9" of the centre of the table at the end of the game earns 25 battle points. The other player earns 5 battle points. If neither player has scoring units in the centre at the end of the game both players get 5 battle points. On a draw both players get 10 battle points.

Secondary Mission: Quarters: - The player who holds the most table quarters at the end of the game has achieved the secondary mission.

Deployment and first turn: Spearhead