

**PROVIDE NO QUARTER**

Your mission is to inflict destruction upon the enemy – provide them no quarter!

MISSION SPECIAL RULES

Deep Strike, Reserves, Infiltrate, Scout, Outflank – note that reserves enter from their own long board edge. Game Turns: Random.  
Units fall back toward the nearest board edge.

SET UP

1. Discuss terrain features with your opponent. (p. 13 Rule Book)
2. The table is divided into four quarters. Each quarter is a deployment zone.
3. The players roll-off, and the winner chooses to go first or second. The player that goes first then chooses one of the deployment zones and deploys her/his forces in this zone more than 12” away from the center of the table.
4. Her/his opponent then deploys in the diagonally opposite deployment zone, also more than 12” away from the center of the table.
5. Deploy any infiltrators and make any scout moves. (p. 75, 76 Rule Book)
6. The player who deployed second may attempt to Seize the Initiative! (p. 92 Rule Book)
7. Start the game and remember the most important rule! (p.2 Rule Book)

VICTORY CONDITION

Each player is awarded Destruction Points (DPs) equal to the points value of any opposing unit destroyed (including the cost of all its wargear, upgrades, etc.). Units that end the game off the battlefield count as destroyed by the opposing player.

**Special Note in Awarding DPs:**

- Created/spawned units award a points value as though purchased.
- Monstrous creatures, vehicles, and retinues always count as individual units.
- Combat Squads award the value of their actual wargear composition (“free” = 0).
- Space Wolves:
  - Pack Leaders are treated as a unit upgrade.
  - A Glorious Death (p. 29) replaces “kill point” with “Destruction Point”.

**Massacre!**

You surpass your opponent’s DPs by at least 1200.

**Major Victory**

You surpass your opponent’s DPs by at least 700.

**Minor Victory**

You surpass your opponent’s DPs by at least 200.

**Draw**

Both players are within 199 DPs of each other.

