

Mission 4

Deployment: Dawn of War

Primary Objective: 6 Objectives. 3 in each deployment zone along the board edges. 1 in the centre and the other 2 placed 24" from that one. You need to move these objectives into the opponents deployment zone. Any unit that moves (or runs) into contact with the objective moves it 3D6" in the direction chosen by the controlling player as long as they're non-scoring and non-vehicle. Vehicles move the objectives 2D6" and scoring units move the objectives 4D6". Super Heavies/Gargantuans move it 5D6". If the objective hits a unit it stops (regardless of how much longer it "should" have travelled) and the unit struck by it takes D3 S6 AP- Rending hits (cannot rend vehicles). A unit can only move 1 objective per turn and only move it once.

Zooming flyers or Swooping flying monstrous creatures cannot move the objectives.

Each objective in the opponents table half is worth 1 VP and each in the opponents deployment zone is worth 3 VP.

Secondary objective: Linebreaker, Slay the Warlord, First Blood.

Each one is worth 1 VP.