

Mission 2

Deployment type: Dawn of War

Preparations:

1. Place two objective markers on the table. Both are placed on the middle line, 18" from each table edge (see the picture below).
2. The players roll-off and the winner choose to go first or second.
3. The player that goes first chooses one long board edge to be his table edge. The opposite table edge is the opponent's table edge.
4. The table is divided lengthways into two halves. The player that goes first may deploy up to two units from his troops selections and one unit from his HQ selections in his half of the table (the side where his table edge is). This is his deployment zone.
5. His opponent does the same in his half of the table, but his units have to be deployed more than 18" from enemy units.
6. Starting with the player that goes first, both players alternate placing infiltrators. A player may still not have more units on the table than one HQ unit and two Troops unit after the deployment of infiltrators.
7. Starting with the player that goes first, both players alternate making scout moves.
8. All units that were not deployed and were not declared to be in reserve during deployment will arrive turn 1 by moving in from their own table edge.
9. Roll for Seize the initiative.
10. Start the game!

Primary Mission Objective:

Mission points are awarded for having units close to the centre of the board. Compare how many **scoring units** the players have **within 12"** of the centre of the board at the end of the game and consult the table below. Non-scoring units are ignored when determining this objective. (The player with the most scoring units gets the higher score.)

Difference in scoring units within 12" of the centre	Mission points
Draw	4-4
1	6-2
2	7-1
3 or more	8-0

Secondary Mission Objective:

Mission points are awarded to the player controlling the most objectives (see 1 under "preparations" above) at the end of the game. Normal rules for controlling objectives apply (I.E. scoring unit within 3" and no enemy units within 3").

At the start of each of his turns, before doing anything else, a player may roll 3d6 and move one objective **not controlled by either player** a number of inches equal to either of the dice rolls. For example, if a player rolls 2, 3 and 5 on the 3 d6 he may move an un-controlled objective 2, 3 or 5 inches.

At the end of the game compare the number of objectives controlled by each player and consult the table below. (The player with the most objectives gets the higher score.)

Difference in controlled objectives	Mission points
Draw	1-1
1 or more	2-0

Tactical decision:

At the start of each player's first turn, the player whose turn it is may chose to ignore the Night fighting rules. If he does this, any models that would normally arrive automatically (from the table edge or from reserves because of special rules) will arrive on 4+ instead (roll individually for each unit). Units failing to arrive will automatically arrive at the start of turn 2 instead.

Victory points:

In addition, mission points are awarded based on the number of victory points achieved. Compare the number of victory points scored by each player and consult the table below. (The player with the most victory points gets the higher score.)

Difference in VP	Mission points
0 - 199,75	5-5
200 - 449,75	6-4
450 - 749,75	7-3
750 - 1099,75	8-2
1100 - 1499,75	9-1
1500 or more	10-0

