

## **Mission 5**

**Deployment type:** Dawn of War

### **Preparations:**

1. Both players secretly select three units according to the secondary mission.
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. Starting with the player that goes second, the players place one objective marker each in the **opponent's** deployment zone. The objectives may not be placed within 24" of each other.
5. 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.
6. His opponent does the same in his half of the table, but his units have to be deployed more than 18" from enemy units.
7. 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.
8. Starting with the player that goes first, both players alternate making scout moves.
9. 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.
10. Roll for Seize the initiative.
11. See "tactical decision" below.
12. Start the game!

### **Primary Mission Objective:**

Mission points are awarded to the player controlling the most objectives (see 4 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"). Compare the number of objectives controlled by each player and consult the table below. (The player with the most objectives gets the higher score.)

<b>Difference in controlled objectives</b>	<b>Mission points</b>
Draw	3-3
1	5-1
2 or more	6-0

### **Secondary Mission Objective:**

Mission points are awarded for destroying certain enemy units. Before the game (see 1 under "preparations" above) both players secretly select **three** units in their opponent's army as their targets. Note that units and not choices are selected. So, for example, if a player has a Space marine tactical squad in a Rhino, his opponent may select either the Tactical squad or the Rhino (or both) as the target(s). Basically, anything that counts as a separate unit for the purpose of Kill points can be selected as a target. After the units are selected the selections are revealed to the opponent. At the end of the game compare the number of targets destroyed by each player and consult the table below. (The player with the most destroyed targets gets the higher score.)

<b>Difference in destroyed targets</b>	<b>Mission points</b>
Draw	2-2
1	3-1
2 or more	4-0

### **Tactical decision:**

After rolling for Seize the initiative, the player who goes first may attempt to "Drop the initiative". If he decides to do so, he rolls a dice. If he rolls a 6, his opponent gets the first turn 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.)

<b>Difference in VP</b>	<b>Mission points</b>
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

