

# Unrelenting Hatred

## Missions

Primary (10pts) – Blood Debt

Secondary (7pts) – Unleashed Rage

Tertiary (5pts) – Eternal Feud

Quaternary (3pts) – Vindication

## Blood Debt

You get 1 point for each unit you destroy of your opponents', however; this is only if the unit you destroyed has already destroyed a unit of yours. The player with the most points wins the Primary.

## Unleashed Rage

Each player declares one of the following, (RANGED or COMBAT). Each player gets 1 kill point for each unit destroyed in the manor they declared. The player with the most kill points at the end of the game wins the secondary.

## Eternal Feud

For each unit that has destroyed an opponents' unit, and is still alive at the end of the game, gives the controlling player 1 point. The player who has the most points at the end of the game wins the tertiary objective.

## Vindication

This starts when a player accomplishes First Blood. Once First Blood is accomplished your opponent may steal it by destroying a unit completely on their following player turn. You may steal it back by destroying a unit completely on your following player turn. This cycle continues until a player fails to completely destroy a unit. The player counting as having First Blood wins the quaternary.

\* All objectives are completely impassable. They cannot be moved upon by anything whatsoever, no exceptions.

\*\* If a mission is tied or neither player achieve it, then both players split the points for that mission rounding up. Also, If you table your opponent (destroy his/her entire army), then you may use the remaining turns, if there are any left, to achieve the missions. Tabling your opponent is not an automatic win; you still need to accomplish the missions.

Deployment: Dawn of War

Game Length: Standard Game Length

Special Rules: Night Fighting, Reserves, Unnatural Anger

## Unnatural Anger

Before the game begins each player must choose one of the following options below, this rule stays in effect for the duration of the game.

**Fury** – Reroll all to hit rolls of a 1.

**Rage** – Reroll all to wound rolls of a 1.