

False Data

Missions

Primary (7pts) – Table Quarters

Secondary (*pts) – Kill Points

Tertiary (*pts) – Objectives

Quaternary (*pts) – Save Our Own

Table Quarters

A player, who has an uncontested scoring unit wholly in the table quarter, captures that table quarter. The player who controls the most table quarters wins the Tertiary objective.

Kill Points

A player gets +1 point to their final score, for each unit they fully destroy.

Objective Control

Before deployment each player takes turns placing 3 Objective Markers each. The Objective must be 6" away from the table edge and 12" away from another objective.

Capture objectives by having an uncontested, scoring unit, within 3 inches of the objective. Each objective is worth +1 point to your final score.

Save Our Own

A player gets +1 point to their final score for each unit they control that is not destroyed by the end of the game.

* 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, with the exception of the secondary, tertiary, and quaternary, 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, Inaccurate Scans, Jammed Guidance

Inaccurate Scans

After deployment, but before **Scouts** movement, scatter every abled piece of terrain 2D6". If a piece of terrain were to move off the board, on an objective, or onto a unit, reduce the number of inches rolled so the terrain is at least 1"away.

Jammed Guidance

All units that enter via **Deepstrike** scatter an extra D6" to their normal scatter rolls. A hit on the scatter dice is still a hit.