

Attack and Defend v3.1.2

Missions

Primary (15pts) - Attack and Defend (see below)

Secondary (10pts) – Modified Kill Points (see below)

Tertiary (5pts) – One objective is placed in the center of the table and can only be captured by units taken from elite, fast attack and heavy. This includes vehicles from those slots except for dedicated transports. Anything which can claim the objective (previously noted), also counts as denial units (pg. 123), and are the ONLY denial units.

Quaternary (+1pt) – For each of your scoring units in your deployment zone.

Attack and Defend

You are trying to get more scoring units wholly into the enemy's deployment zone while preventing them from doing the same. At the end of the game you get points based on the conditions below. The player with the most points wins this mission.

2pts – If you have more scoring units in the enemy's deployment zone than the enemy has in their own deployment zone.

2pts – If you have more scoring units in your deployment zone than the enemy has in your deployment zone.

1pt – If you have an equal amount of scoring units in the enemy's deployment zone as the enemy has in their own deployment zone.

1pt – If you have an equal amount of scoring units in your deployment zone as they enemy has in your deployment zone.

The 1pt conditions require that there is a scoring unit, IE: if neither of you having a scoring unit in your own deployment zone then you do not get the 1pt.

Modified Kill Points

For each enemy unit destroyed you get 1 KP (kill point). ICs and dedicated transports are also worth a KP. Units that have fled off the board, or are fleeing at the end of the game, are worth KP. Also any units in ongoing reserves at the end of the game are also worth KP.

You need to score more kill points with your troop units. Kill points from other units do not count towards this, only those scored by troop units. Dedicated transports scoring kills does not count towards this. If you force a unit to flee off the board then it counts so long as it was a troop unit that caused the last morale check before the unit left the board. If you have an IC attached to a troop unit and the IC destroys a unit in close combat then it does not count, however shots from the IC in shooting do count while attached to a troop unit

* 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 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 (pg. 119)

Game Length

Standard game length (pg. 122), or time, whichever comes first.

Special Rules

Night Fighting (pg. 124), Reserves (pg. 124)