

Special Ops v2.1.1

Missions

After deciding deployment zones, but before deploying, each player must choose three of the missions below. You must elect one mission as your primary mission, one as secondary and the last as tertiary then write it down. Do not show it to your opponent until the end of the game.

- * Battlefield Control – Claim more table quarters than your opponent (see below).
- * Domination – Get more Kill Points than your opponent (see below).
- * Blitzkrieg – Have at least four units of any type in the enemy's deployment zone.
- * Against the Odds – Hold the center of the table with a scoring unit (see below).
- * Surgical Strike – Destroy all enemy troop and HQ units. Only units that take up a troop or HQ slot count, so dedicated transports do not count, neither do spawned units, Space Marine Command Squads, Chaos Lesser Daemons, etc.

Primary (15pts) – Achieving your elected primary mission and preventing your opponent from achieving his.

Secondary (10pts) – Achieving your elected secondary mission and preventing your opponent from achieving his.

Tertiary (5pts) – Achieving your elected tertiary mission and preventing your opponent from achieving his.

Quaternary (+1pt) – Achieving a mission listed above that you did not select (even if your opponent did).

Battlefield Control

To claim a table quarter you must more scoring units wholly in a quarter than the enemy.

Domination

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.

Against the Odds

Place an objective in the center of the table regardless of if this is selected by either player since you can score points on this in the quaternary anyway. Use the standard objective rules (pg. 123), for claiming it. In addition, the objective is completely impassable. It cannot be moved upon by anything whatsoever, no exceptions.

* A single unit can only perform one mission. For example, if you take Battlefield Control and Against the Odds then a single unit can not claim a table quarter and the center, they have to choose which they are performing.

** 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. Example: You took Battlefield Control for primary and your opponent took Against the Odds for primary. Neither of you managed to complete your mission and so you split the points. Likewise, if you completed Battlefield Control and your opponent completed Against the Odds then you'd split the points. However, if one of you completed your primary and your opponent did not then the player who did complete his/her mission gets full points.

*** 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)

