

Defensive Onslaught v2.1.1

Missions

Primary (15pts) – Modified Objectives (see below)

Secondary (10pts) – Victory Points (see below)

Tertiary (5pts) – Destroy all of the enemy's troop choices.

Quaternary (+1pt) – Table Quarters (see below)

Modified Objectives

Five objectives will be placed: one in the center of the board and one in the center of each table quarter.

To claim an objective you need to end your movement phase with a scoring unit within 3" of the objective with no enemy units within 3" of that objective, except for non-denial units (pg. 123). A scoring unit can only claim one objective a turn. Once claimed the objective becomes yours and you do not need to stay within 3" of the objective to hold it. Any objective can be turned over by the enemy and change hands. They just need to claim it as noted above.

If a scoring unit who claimed an objective, or objectives, is destroyed then the objective(s) they claimed reverts to neutral. This includes if the unit is falling back at the end of the game.

The above mentioned methods are the only ways a unit loses an objective. You also cannot have your Unit A claim an objective and while you still own that objective have your Unit B come claim it from them after.

Victory Points

Any unit destroyed is worth as many victory points (VPs), as it cost. This means that a unit that costs nothing, such as spawned units during the game, is not worth VP. Any unit falling back, or has fallen back off the table, at the end of the game counts as destroyed and is worth full VPs. Any units in ongoing reserves at the end of the game are counted as destroyed and worth full VP. Any units at or below half strength are worth half their cost in VPs (round all fractions up). Any units that are single models (IE: independent characters, monstrous creatures, etc), are worth half their value if they have lost half or more of their wounds. Vehicles are worth half value if they have lost half or more of their hull points and/or suffered an immobilized result.

Table Quarters

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

* 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: Spearhead – The table is divided into quarters. Measure out 12" from the board center; that's the dead-zone. The player who chooses deployment zones selects a table quarter and the other player deploys in the one diagonal from that. You deploy in your table quarter respecting the 12" dead-zone which you cannot deploy in.

Your table half is the entire board length you deployed in up to 24" in, including the dead-zone, IE: same as Dawn of War. Your table edge is the entire board length on the side you deployed on.

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

Special Rules: Night Fighting (pg. 124), Reserves (pg. 124)