

Target Priority v2.1.0

Missions

Primary (15pts) – Kill Points (see below). In addition each player nominates one enemy unit that does not use a HQ slot and that unit is worth 2 kill points. You may nominate vehicles except for dedicated transports. You nominate the unit before deployment but after determining deployment zones.

Secondary (10pts) – Three objectives placed using normal rules (pg. 121), and claiming them using normal rules (pg. 123).

Tertiary (5pts) – Destroy all enemy HQs.

Quaternary (+1pt) – For each elite, fast attack and heavy support unit of yours alive and not in your deployment zone at the end of the game.

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.

* 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)