

Safeguard v1.0.1

Missions

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

Secondary (10pts) – Have more scoring units wholly in the enemy's deployment zone than the enemy has in yours.

Tertiary (5pts) – Kill Points (see below)

Quaternary (+1pt) – For each unit of yours below 50% starting strength (including vehicle squadrons), under half-wounds for ICs or models not part of a unit, or immobilized vehicles that aren't part of a squadron, that are still alive at the end of the game. This only counts for units taken as part of your roster, IE: not spawned units.

Shielded Objectives

Place four objectives (pg. 121), two in each players deployment zone. In addition, another objective will be placed in the center of the board, the shield controller.

The objectives that resides in each players' deployment zone begins shielded. While an objective is shielded it cannot be claimed. In order to turn off the shield for one of your objectives a unit of any type, except for vehicles, must be within 3" of the shield controller, center objective, and declare they are turning off the shield in the movement phase. You must declare which objective's shield you are lowering and you can only lower one shield per-turn. Enemy units within 3" of the shield controller have no impact on your ability to turn off the shield. Units cannot manipulate the shield controller inside a transport, they must disembark. Also, the unit cannot be engaged in close combat or fleeing.

Once this is done the shield around your objective is down and the objective can be claimed using standard objective rules (pg. 123).

NOTE: The shield controller does not count as an actual objective and is only used for manipulating the shields.

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)