

Bomb Sweep v1.0.1

Missions

Primary (15pts) – Bomb Sweep (see below)

Secondary (10pts) – Kill Points

Tertiary (5pts) – Have more denial units wholly in your opponent's deployment zone than he/she has in yours.

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.

Bomb Sweep

Both players will place 2 objectives each (4 objectives total), using normal objective placement rules (pg. 121). Each objective needs to be defused before it can be claimed. At the end of the movement phase if you have a scoring unit within 3" of an objective, and no enemy denial units within 3" of the objective, then you can declare you are defusing the objective. To defuse the objective you must give up both your shooting and assault phases and then at the end of your turn the objective will be defused and can be claimed.

Note: A unit may only attempt to defuse one objective a turn. Objectives can only be claimed (using normal objective rules on pg. 123), once they have been defused.

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.

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